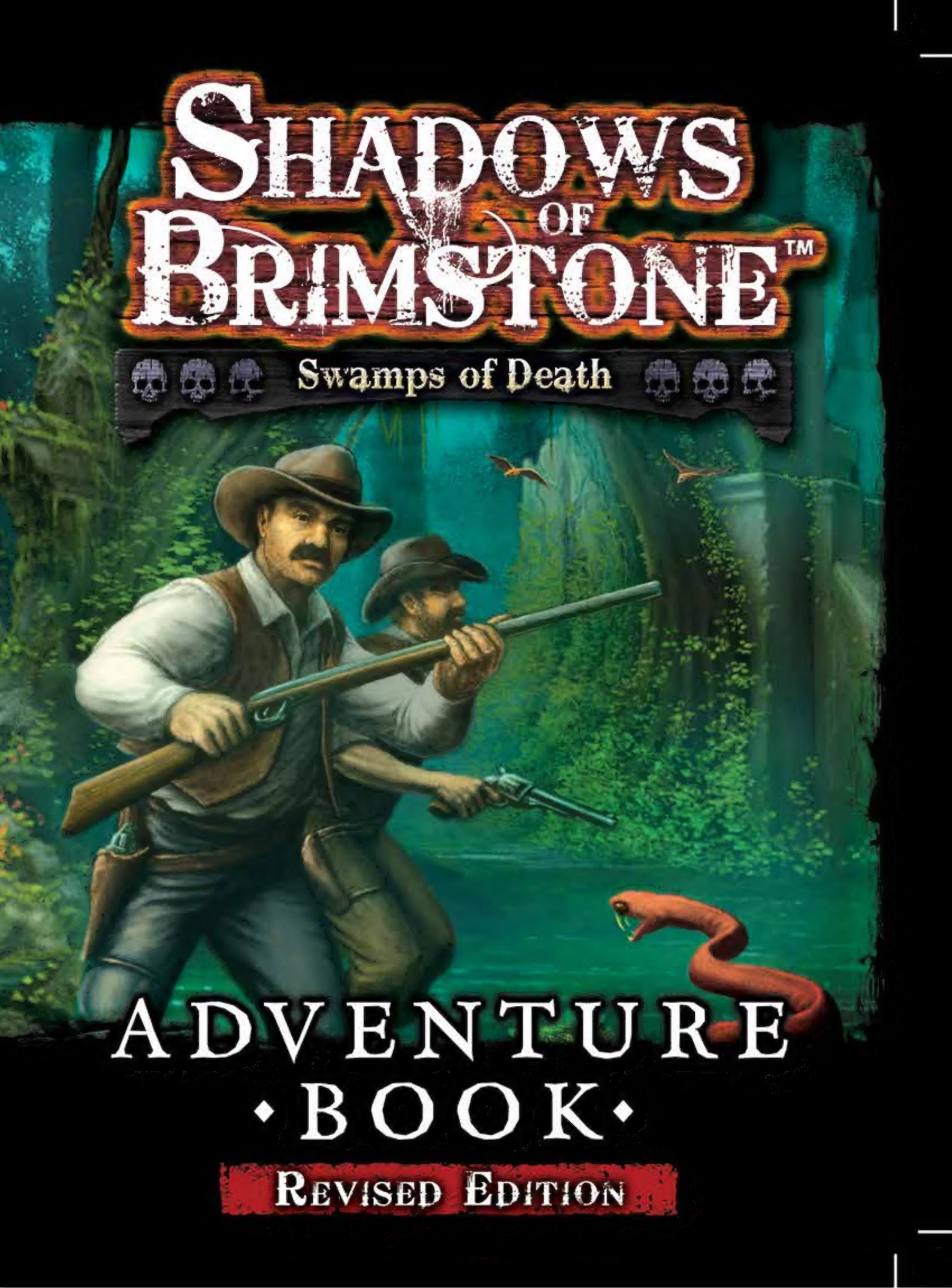
Shadows of Brimstone™

Swamps of Death



Adventure Book

Revised Edition

Shadows of Brimstone™

Swamps of Death

"The creature stood nearly eight foot tall with an insectoid head, enormous hooked claws, and a hard, chitinous shell, not unlike a crustacean of Earth. But this creature was not of Earth..."

- Excerpt from the journals of Dr. Tobias Hedgebrook

Swamps of Death - Adventure Book

By Jason C. Hill

Table of Contents

4 The Story of Brimstone
8 Map of Brimstone
10 Mission List
12 Basic Missions
19 Advanced Missions
28 Traveling
29 Frontier Towns
33 Hero Classes and Leveling Up
34 Lawman
36 Rancher
38 Indian Scout
40 Preacher
42 Miniature Gallery
44 Enemy Overview
46 The Swamps of Jargono
47 Comic
52 Painting Guide
56 Travel Hazard Chart
58 Mutation Chart
60 Glossary
61 FAQ / Clarifications
62 Blank Character Sheets

THE STORY OF BRIMSTONE

There was a town, if you could call it that, named Brimstone; a small railway stop on the edge of the hottest deserts in the Southwest Territory. Barely a speck, it didn't even show up on most maps... That is, until they found the Dark Stone.

Digging in the hills, an old prospector came across a strange nugget he had never seen before, a black rock, part way between a crystal and a metal ore. But there was something special about that rock, it had a glow you could only see out of the corner of yer eye and was warm to the touch. It had properties folks said were magik, and of course, that caused a stir.

Within days they found more of it buried in the earth, and stories started to spread. Business men and scholars started offering top dollar for even the smallest shard of the stuff, and that opened the floodgates.

It was a gold rush, but not for gold; for the black rock... The Dark Stone. People came from all over to try and make their fortune, and Brimstone boomed over night. They dug mines in every scrap of land they could get ahold of.

Round the clock they worked, digging deeper and deeper into the earth, bringing up cartloads full of the rock and sending it back to town to be stockpiled and sold to the highest bidder.

What they didn't know, what nobody knew, was that as they collected more and more of that black rock all in one place, it started to react, until...

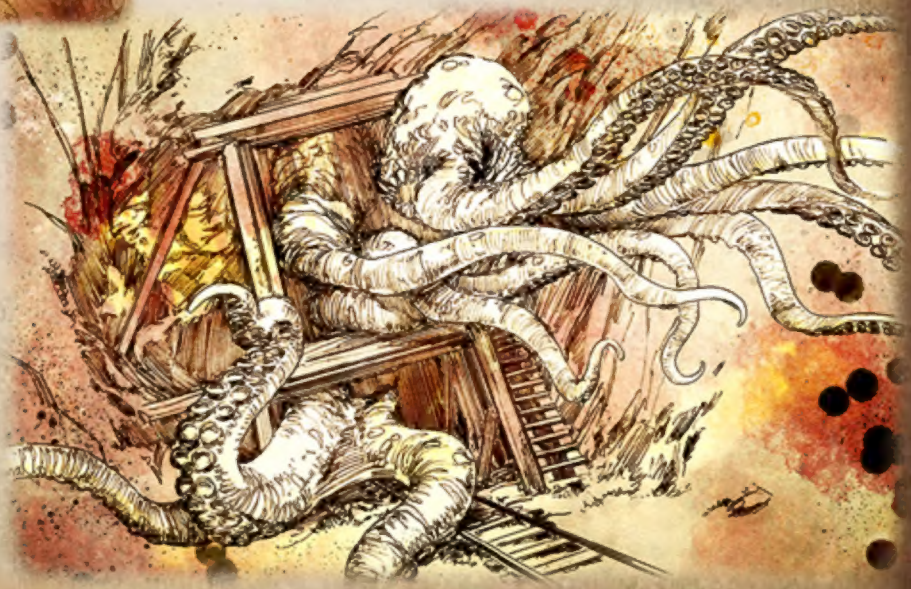
It exploded! In a flash, the town was consumed and a shockwave rolled out across the desert, burning the trees and tainting the land.

Reality itself was being ripped apart, and the people along with it. Dark portals to other worlds started tearing open across the countryside, pulling people in and unleashing all manner of demons and creatures into our world.

Wherever there was Dark Stone these gateways would appear; some only flickering open for an instant, others opened and stayed that way.

That was 6 months ago. Since then, demonic creatures of all kinds have been pouring out of the mines, and the scorched hell on earth that is...was Brimstone.

The government denies its existence, and anyone sane steers clear of the whole area, but plenty of folks find they can't help but be drawn in, whether it's to try and help somehow or just to find a fortune of their own, it don't matter.



Everyone wants to be a hero. The damn fools! No one ever escapes... the Shadows of Brimstone.

Colonel Scafford

Colonel Benjamin Scafford had the bitter taste of defeat ingrained into his soul at a young age. Scarred and disenfranchised by the Civil War, Scafford became a rogue and an outlaw, gathering up a gang of thugs and murderers to join him and his five sons in pillaging across the Southwest. When Dark Stone was found, the Scafford Gang was the first band of outlaws to start stealing it... and the first to get mutated by it.

Faith to the Forsaken

Occasionally a small town Preacher, like Father Bartholomew of Barton Town, will gather a cult-like following as tales of their spiritual deeds and Void-enhanced rhetoric spreads. His fanatical followers paint runes and biblical passages on their arms and faces, whipping themselves into a frenzy before descending into the mines on their holy crusades!

THE BADLANDS
MASTHEAD
GREGOR'S GULCH
FORT BURK
PIECHOTTA RIVER
HILL TOWN
MT. LA TERRA
FRINGE
SERAFIN
WEST WITOLD
CAKE'S CAVE
THE DEVIL'S FINGERS
MT. LA POINTE
TARRACH'S PEAK
LESTINA
ADLERVILLE
CLAYTON RAVINE
WOOD'S END
STONE'S CROSSING
LARBERG'S LANDING
SHULL PARTY MASSACRE

LAST CHANCE
HELL MOUTH
CAMP ANDERSON (FALLEN)
GRIFF'S PASS
RUINS OF BRIMSTONE
COWEN RIVER
SIERRA MAGALLANES
FORT LOPEZ
FLAMME'S FOLLY
SAN MIGUEL MISSION
COONRADT'S CLAIM
FORT LANDY
SETO'S MILL
WILSHIN'S LODGE
FORT THOMSON (FALLEN)
SCROGGS' BOG
ARZHAKOV'S GATE
THE TOMBS
SHADOWS OF BRIMSTONE™

MISSIONS

Missions are the backbone of the *Shadows of Brimstone*, describing a story set up, the goals, special rules, and reward for successfully completing the Adventure. There are 12 different Missions included in this Core Set, and each can be played many times, as the map, cards, and story unfold differently every time you play.

SELECTING A MISSION

When you are setting up for a game of Shadows of Brimstone, one of the key factors is deciding what Mission you will play. The *For a Few Dark Stone More* Mission is a great entry point for all groups of new Heroes starting their career of adventure.

Rolling Randomly vs Choosing

When you are ready for your next Adventure, you can either select a Mission from the list to play, or, if you are feeling adventurous, you can roll randomly to determine your next Mission using the list below.

If you are new to the game, it is recommended that you play though several of the Basic Missions before moving on to any of the Advanced Missions.

Mission List

Below is a list of all of the Missions found in the *Swamps of Death* Core Set for *Shadows of Brimstone*. There are 6 Basic Missions, and 6 Advanced Missions unique to this Core Set.

D6 Roll	Mission Type
1-3	Basic Mission
4-6	Swamps of Death Mission

D6 Roll	Basic Missions
1	For a Few Dark Stone More
2	Exploration
3	Seal the Void Gate
4	Search Party
5	Escape
6	Blow the Mine

D6 Roll	Swamps of Death Missions
1	Night of the Dead
2	Seal the Hell Pit
3	The Lost Journal
4	Swamps of Death
5	Cursed Idol
6	Temple of Dread

Linking Missions

When playing as a campaign and keeping your Heroes from game to game, it is sometimes fun to link your Missions thematically, one after another. Though none of the Missions introduced here directly affect one another, it is easy to imagine how they might be chained together to form a narrative.

For example, if you play *Exploration* and succeed, you may determine that you need to *Seal the Void Gate* that you discovered along the way. While if you failed, you might need to form a *Search Party* to rescue someone carried off by the Darkness you let escape. Then if you failed to *Seal the Void Gate*, perhaps you should really just *Blow the Mine*, as it's the only way to be sure. While if you succeeded, maybe too many creatures got through before the gate was sealed and now you have to *Escape* to get away alive. The narrative possibilities are endless.

MISSION FEATURES

Elements of a Mission

Every Mission has a short story description as well as several features.

Set Up describes the starting board arrangement and any special markers or cards the Heroes start with.

Mission Goal describes what the Heroes need to do to complete the Mission.

Special Rules tell what extra rules are used that are specific to the Mission.

Objectives describes what Clue Icons are used for during the Mission (if relevant) as well as what the final Objective Room may hold. It also tells how the Mission is successfully completed by the Heroes.

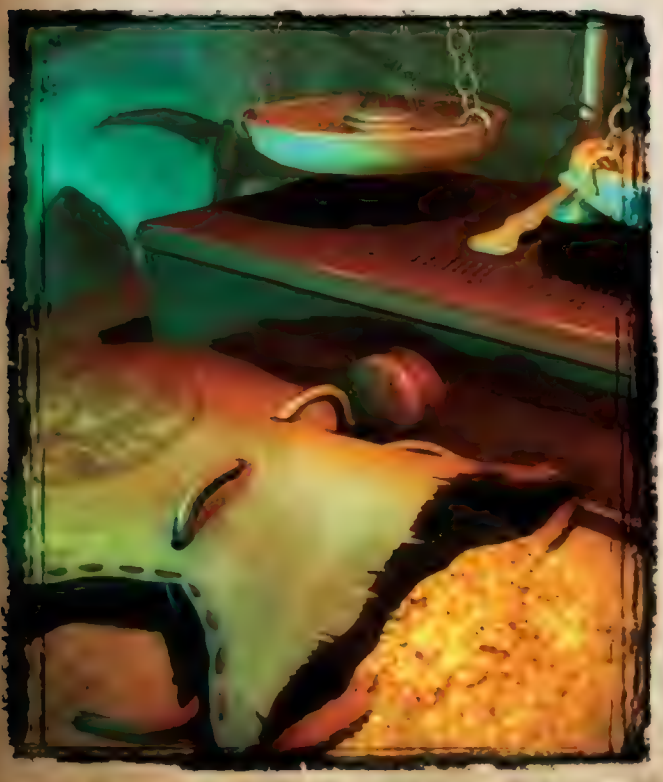
Reward details what bonuses the Heroes get if they successfully complete the Mission.

Failure tells what happens if the Heroes lose the Mission - by all being KO'd, letting the Darkness Escape the Mines, etc.

Mission Special Rules

Most Missions have one or more **Special Rules**. Often, the same Special Rule can be found in multiple different Missions.

Special Rules marked with '**(Objective)**' specifically relate to the **Objectives** of the Mission (usually only taking effect while in the final Objective Room).



FIXED MAP MISSIONS

Some Missions use a fixed map rather than a randomly generated board. For these Missions, the board is created at the start of the game, as shown in the Mission's Set Up section and map diagram.

The Map Decks are generally not used for these Missions as the entire Map is constructed during Set Up.

Exploration Tokens

Exploration Tokens (if used) are placed on the board as shown in the map diagram. As normal, during the *Room Exploration* phase of the turn, if there are one or more Heroes on a Map Tile with an Exploration Token, that Token is revealed.

> Once a Hero has entered a Map Tile with an Exploration Token on it, that Hero may not leave that Map Tile until the end of the turn.

This prevents Heroes from moving through an un-Explored Room without triggering the Exploration Token to be revealed.

A Hero may, however, move onto one of the puzzle connection spaces in the Room, connected to another Map Tile, as they will still be on both Map Tiles. If that Map Tile also has an Exploration Token, both of them will be revealed during the *Room Exploration* phase.

> During a Fight, models may not move onto a Map Tile that has an unrevealed Exploration Token.

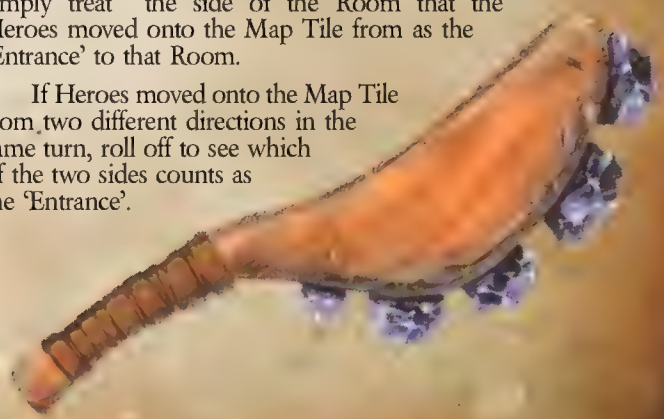
New Doors and Gates

Door and Gate Icons on Exploration Tokens are not used in Fixed Map Missions, as the board is already pre-set. Any time a Gate or new Door would appear (from an Encounter card, etc.), ignore that new Door or Gate, it simply does not come into play.

Placing Enemies

With a Fixed Map, Rooms no longer always have an obvious 'Entrance'. Because normal Enemy placement starts at the opposite side of the Room from the 'Entrance', simply treat the side of the Room that the Heroes moved onto the Map Tile from as the 'Entrance' to that Room.

If Heroes moved onto the Map Tile from two different directions in the same turn, roll off to see which of the two sides counts as the 'Entrance'.



Basic Mission 1

FOR A FEW DARK STONE MORE

Sitting in a saloon one afternoon, you overhear talk of a local mine up in the hills that has a large deposit of Dark Stone, just waiting for someone to come and claim it. It sounds too good to be true...and it probably is, but the old prospector swears up and down that he would go claim it himself if he were twenty years younger.

It's not hard to figure out which mine system he's talking about based on the landmarks he mentions, and though the other patrons he tells just dismiss him, this could be the big score you've been looking for.

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

The Heroes are searching for a deposit of valuable Dark Stone up in the hills. To reach the Dark Stone deposit that they are looking for, the Heroes must find enough Clue Icons on Exploration Tokens to lead them to the Objective.

There are three variations for this Mission and the Heroes must choose before the Mission begins which Mission Length they want to embark on.

Mission Length	Objective
Small Deposit	Find 2 Clues
Medium Deposit	Find 3 Clues
Large Deposit	Find 4 Clues

Special Rules

There are no Special Rules for this Mission.

Objectives

When the final Clue is discovered, the Heroes have found the Dark Stone deposit they were looking for! Ignore any ***Attacks*** or ***Encounters*** listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat**. Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

The XP gained and amount of Dark Stone that the Heroes find in the deposit is based on the Mission Length they chose before the Mission began, as noted below. Each Hero receives the Reward for completing the Mission.

Mission Length	Reward
Small Deposit	25 XP and D3 Dark Stone
Medium Deposit	50 XP and D3+1 Dark Stone
Large Deposit	75 XP and D3+2 Dark Stone

Failure

If the Heroes fail the Mission, the Darkness escapes the Mines and wreaks havoc on the countryside and the neighboring Towns.

When the Heroes Travel to a Frontier Town before the next Adventure, **D3 Random Buildings** there will have been **Destroyed** by the escaping Darkness.

Basic Mission 2

EXPLORATION

You have been hired by a foreign investor to investigate and explore a claim that he has just purchased in the area. He will pay you well if it pans out to be half as a good a deal as he was lead to believe.

All you have to do is see how big the mine really is and clean out any unsavory squatters that have moved in. Sounds simple, right? It always does.

Set Up

This Mission starts with the **Mine Entrance** Map Tile leading directly to a ***T-Junction*** Map Tile. All Heroes start on the ***Mine Entrance*** Map Tile as normal.

Remove a **T-Junction** Map Card from the **Mine Map Deck**. Note that the Hero Posse marker is not moved forward a step on the Depth Track for this *T-Junction*.

Mission Goal

The Heroes must explore the entire Mine (not including any **Gates** they might find along the way) and defeat all Enemies they come across to successfully complete this Mission.

Special Rules

Limited Doors

All Exploration Tokens with a Clue Icon have one less Door/Gate on them (Heroes' Choice).

Any time you reveal an Exploration Token, roll a D6 for each Door/Gate Icon on that Token. On the roll of 4+, ignore that Door/Gate Icon. While the Hero Posse marker is in the middle Stage of the Depth Track, ignore on a 3+ instead. While the Hero Posse marker is in the last Stage of the Depth Track, ignore all Door/Gate Icons automatically.

Dead End Showdowns

Whenever a *Dead End* Room is found (a Room Map Tile that has no Exits), roll a D6.

1 - Add an **Epic Threat** to the Exploration Token.
2-3 - Add a normal **Threat** to the Exploration Token.
4-6 - There is no extra Threat here.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Objectives

Once the Heroes have explored the entire Mine (all paths lead to a *Dead End* Room - if a Room has only Gates as Exits, this counts as a *Dead End*), they must defeat any remaining Enemies on the board to complete the Mission.

Reward

Each Hero receives **25 XP** as well as **$50 x the number of steps on the Depth Track the Hero Posse marker is from the Mine Entrance space**. For example - If the Hero Posse marker is on the 10 space of the Depth Track when the Mine has been fully explored, each Hero will earn $300 ($50 x 6 steps from the *Mine Entrance*).

Failure

If the Heroes fail the Mission, the Darkness escapes the Mine and lays waste to the roads and towns in the area.

When the Heroes Travel to Town after this Adventure, they must each roll twice to see if they add a Travel Hazard to the journey. Also, **1 Random Building** in Town will have been **Destroyed** by the escaping Darkness.

Basic Mission 3

SEAL THE VOID GATE

A stable Void Gate has opened deep in a nearby mine and all manner of horrific monstrosities are pouring out! Finding a way to seal the gate within an ancient occult tome, the local Holy Man lead a group down into the mine a few days ago to try to put a stop to the rampage. They have not been heard from since, and the waves of creatures are getting stronger and more frequent. Something must be done, or this entire area will be overrun in a matter of days!

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

The Heroes must discover the fate of the previous expedition and retrieve the Occult Book. They must then find the Void Gate and use the Book to collapse and seal it.

Special Rules

Leading Darkness

Due to the extra Void energies surrounding the area, the Darkness moves D3+1 steps on the Depth Track at the start of the game (after set up but before the first turn). This may lead to an immediate Attack on the Heroes as they approach the entrance.

Creature Summoning (Objective)

During the final Fight, anytime the ***Hold Back the Darkness*** roll is failed, roll a D6. On the roll of 1, 2, or 3, immediately add a **Low Threat** card to the Fight. These Enemies are placed normally (not in **Ambush**).

Sealing the Gate (Objective)

While on the same Map Tile as the Gate, the Hero with the **Occult Book** may attempt to read from it once per turn, during his Activation. Make a **Spirit 5+** test. For every 5+ rolled, gain **10 XP** and place a Sanity marker on the Gate. When there are 5 or more Sanity markers on the Gate, it is Sealed and the Gate End Cap is replaced with a normal End Cap.

Objectives

The First Clue

The **First Clue** the Heroes find is the location of the ill-fated previous expedition as well as the location of the **Occult Book** they were carrying with them. Ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. Instead the Heroes must draw a Threat card that is one Threat Level higher than normal to battle. These are the creatures that killed the first expedition. At the end of this Fight, the Heroes find the **Occult Book** amongst the bodies of the fallen and may choose which Hero will carry it.

The Second Clue

The **Second Clue** the Heroes find is the location of the Void Gate! Ignore any ***Attacks*** or ***Encounters*** listed on this Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has only one exit and that is the Void Gate (a Gate End Cap). Heroes may not move through the Void Gate as it leads directly into the abyss of the Void.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat** that is guarding the Void Gate. As long as the Void Gate is open, the ***Creature Summoning*** rule above is active in the final Room. Also, the Hero with the **Occult Book** may use the ***Sealing the Gate*** rule above. If the Hero with the **Occult Book** is KO'd, the book drops in their space and may be picked up for free by any other Hero moving into that space.

Once the Void Gate has been Sealed and all remaining Enemies have been defeated, the Heroes have successfully completed the Mission.

Reward

Each Hero receives **25 XP** as well as **D6x$50** for their efforts.

Failure

If the Heroes fail the Mission, the surge of creatures from the Void Gate destroys all of the towns nearby. The Heroes may not visit a Frontier Town, but instead must proceed directly on to the next Adventure.

Basic Mission 4

SEARCH PARTY

Dragged off in the night, one of the local frontier folk has gone missing, and there are signs of a struggle leading into the hills. No one else around these parts is willing to do anything about it, due to the sheer number of vile creatures roaming those hills, but you can't bring yourselves to simply walk away. Not this time.

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

One of the local frontier folk has gone missing and everyone fears the worst. Organizing your Posse for a search, you must find **3 Clue Icons** before it's too late to find them alive.

Roll a D6 to determine who has gone missing. This will also determine the ***Reward*** if you can bring them back alive.

D6 Roll	Person Missing
1-2	A Farmer's Son
3-4	The Preacher's Daughter
5-6	The Local Doc

Special Rules

There are no Special Rules for this Mission.

Objectives

The Third Clue

When the **Third Clue** is discovered, the Heroes have found the location of the person they were looking for! Ignore any ***Attacks*** or ***Encounters*** listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat** that is guarding the unconscious or dead body of the missing townsfolk. Place a KO'd Hero marker in any space of the final Objective Room to represent the body (models may occupy this space and the body may not be interacted with in any way. It is only for thematic purposes).

Once all Enemies have been defeated, the Heroes have successfully completed the Mission! If the Hero Posse marker on the Depth Track is in the first Stage, roll 1 die, if it's in the middle Stage, roll 2 dice, and if it's in the last Stage roll 3 dice. If any of the dice roll a 1, it is too late, and the missing person is already dead. If none of the dice roll a 1, they are still alive, but just barely. This roll may not be Re-rolled.

Reward

If the Heroes successfully complete the Mission, each Hero gains **50 XP**. If the missing person was brought back alive, they also gain the following Reward based on who was rescued:

Person Rescued	Reward
A Farmer's Son	D6x$50 and you may remove D3 Corruption
The Preacher's Daughter	$100 and Gain +1 Sanity
The Local Doc	$100 and Gain +1 Health

Failure

If the Heroes fail the Mission, each Hero takes **D3 Corruption Points**, ignoring Willpower, as the loss weighs heavily on their souls.

Basic Mission 5

ESCAPE

Something went terribly wrong after that last mission and now you're deep in the mines and surrounded! You must find a way out before you are overwhelmed and devoured by the Darkness that is chasing you!

Set Up

This Mission starts with the Heroes already down in the Mines, with just a ***Cross Path*** Map Tile. All Heroes start on the ***Cross Path***, and may be placed in any spaces they like. All four exits of the ***Cross Path*** are considered **Doors**.

Remove a **Cross Path** Map Card from the **Mine Map Deck**. Note that the Hero Posse marker is not moved forward a step on the Depth Track for this *Cross Path*.

Mission Goal

Chased by the Darkness, the Heroes must find a way out of this forsaken Mine before they are devoured in the deep. They must explore the Mine until they find the ***Mine Entrance*** Map Tile to escape through.

Special Rules

Surrounded by Darkness

As you frantically Search for a way to escape the Darkness, it closes in around you. Any time the Heroes find an Exploration Token with a **Clue Icon**, it moves the Hero Posse marker one extra step forward on the Depth Track, but also adds an extra Threat card to the Token. If it is already an **Attack** or **Ambush Attack**, this is an extra Threat card for that Fight (the additional Enemies will Ambush as well if it is already an **Ambush Attack**). If the Exploration Token was an **Encounter**, this makes it an **Attack** as well with a single Threat card.

Dangerous Escape (Objective)

At the end of any turn in which one or more Heroes is standing on the ***Mine Entrance*** Map Tile as the Objective Room, roll a special ***Hold Back the Darkness*** test (ignore *Depth Events*). If failed, the Darkness marker is not moved, but instead there is an **Epic Threat** there waiting for you that must be defeated to escape! If the test is successful, the coast is clear and the Heroes are able to hightail it, escaping without incident.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

May Not Flee

Once the Adventure begins, the Heroes may not Flee; they are trapped, and must see the Mission through to the end.

Objectives

Find the Mine Entrance to Escape

Any time a new Map Tile is placed, move the Hero Posse marker as normal and then roll 2D6 (this roll may not be Re-rolled). If the roll is equal to or higher than the current position of the Hero Posse marker on the Depth Track, the Heroes have found the **Mine Entrance!**

Ignore any Door/Gate Icons on the Exploration Token for the Map Tile just placed (if there is an Exploration Token), as it has only one exit, leading to the ***Mine Entrance*** Map Tile as the final Objective Room (this uses the ***Dangerous Escape*** Special Rule). Once the Heroes escape (after defeating any Enemies on the last normal Map Tile placed and/or for the ***Dangerous Escape*** Special Rule), the Mission is successfully completed.

Reward

Each Hero receives **100 XP**.

Failure

If the Heroes fail the Mission, each Hero must discard one ***Gear*** or ***Artifact*** card with a listed Gold value of at least **$200** as it is lost in the frantic dash to escape the Darkness. Any Hero that cannot discard a ***Gear*** or ***Artifact*** like this must instead roll once on the **Injury Chart** using a **D8** instead of the normal 2D6 (in addition to any **Injury** for being KO'd).

Basic Mission 6

BLOW THE MINE

That's it! There are just too many Gates opening up and creatures coming out of the local mine to handle. When one Gate closes, two more open up around it! There's only one thing for it, you'll have to blow the mine! Collecting up all the heavy-duty explosives the local Frontier Town has to offer, you set off into the depths to find a couple of good spots to plant the charges that will collapse the entrance tunnels for good.

Of course, the only trick is that you also have to get out before it blows. This one's gonna be close!

Set Up

This Mission starts with the **Mine Entrance** Map Tile leading directly to a ***T-Junction*** Map Tile. All Heroes start on the ***Mine Entrance*** Map Tile as normal. The Heroes start with **2 Explosives** markers to plant in the Mine.

Remove a **T-Junction** Map Card from the **Mine Map Deck**. Note that the Hero Posse marker is not moved forward a step on the Depth Track for this *T-Junction*.

Mission Goal

The Heroes must explore the Mine far enough to find and place **Explosives** at a *Dead End* Room (a Room with no Exits) on each side of the *T-Junction* (two total). They must then return to the *Mine Entrance* Map Tile to escape before the charges blow! This will successfully complete the Mission.

Special Rules

Limited Doors

All Exploration Tokens with a Clue Icon have one less Door/Gate on them (Heroes' Choice).

Any time you reveal an Exploration Token, roll a D6 for each Door/Gate Icon on that Token. On the roll of 4+, ignore that Door/Gate Icon. While the Hero Posse marker is in the middle Stage of the Depth Track, ignore on a 3+ instead. While the Hero Posse marker is in the last Stage of the Depth Track, ignore all Door/Gate Icons automatically.

Dead End Showdowns

Whenever a *Dead End* Room is found (a Room Map Tile that has no Exits), roll a D6.

1 - Add an **Epic Threat** to the Exploration Token.
2-3 - Add a normal **Threat** to the Exploration Token.
4-6 - There is no extra Threat here.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Dangerous Escape (Objective)

At the end of any turn in which one or more Heroes is standing on the ***Mine Entrance*** Map Tile as the Objective Room, roll a special ***Hold Back the Darkness*** test (ignore *Depth Events*). If failed, the Darkness marker is not moved, but instead there is an **Epic Threat** there waiting for you that must be defeated to escape! If the test is successful, the coast is clear and the Heroes are able to hightail it, escaping without incident.

Objectives

Two Dead Ends

When the Heroes find a *Dead End* Room (a Room with no Exits), after resolving any **Encounters** or **Attacks** there, they automatically place one of their **Explosives** markers on that Map Tile.

If a Room has only **Gates** as Exits, it also counts as a *Dead End* (as the Heroes can't very well plant explosives in another world if they want to collapse the mine here).

The Heroes must place one **Explosives** marker at a *Dead End* on the path leading off to the right of the T-Junction and one at a *Dead End* on the path leading off to the left of the T-Junction. This will ensure that the mine collapses properly.

Get Back to the Mine Entrance

Once both **Explosives** markers are placed, the Heroes must return to the ***Mine Entrance*** Map Tile (as the final Objective Room) to escape the blast. This uses the ***Dangerous Escape*** Special Rule. Once the Heroes escape (after defeating any Enemies), the Mission is successfully completed.

Reward

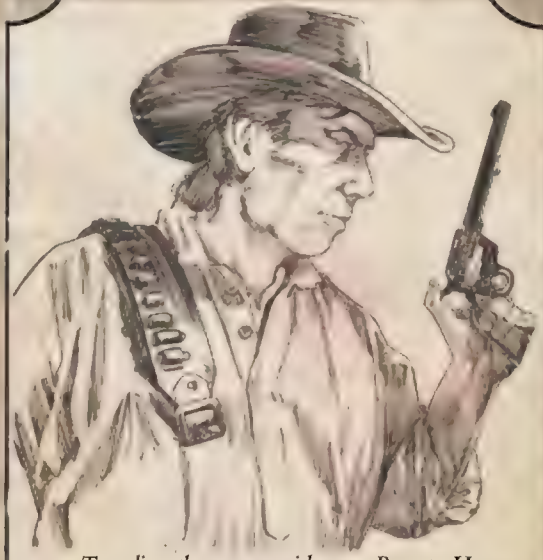
Each Hero receives **25 XP** as well as **$250** for their efforts.

Failure

If the Heroes fail the Mission before placing BOTH **Explosives**, the Darkness escapes the Mine and devours the Heroes Horses before ravaging the countryside. Any **Transport** Item a Hero has must be discarded (*Horse*, *Stage Coach*, etc.).

If the Heroes fail after placing BOTH Explosives, they are caught in the blast and must each roll once on the **Injury Chart** to see how bad it is (in addition to any **Injury** for being KO'd).

Long Arm of the Law



Traveling the countryside as a Bounty Hunter for the U. S. government, Marshal Bain has come to the outskirts of Brimstone. A man on a mission, he is on a hunt for the infamous Scafford Gang and their mutated leader Colonel Scafford. Though no one in Washington believes the stories of Brimstone, Marshal Bain feels it's his duty to clean up this mess and the lawless scoundrels that would take advantage of it for their own gain.

Wanted!

Many bandits and outlaws have gained infamy in the hills near Brimstone, but few have attained the level of Cliff 'Sparky' Scafford. Though son to Colonel Scafford, leader of the mutant-outlaw Scafford Gang, Sparky hasn't started to mutate from Dark Stone exposure yet, as he spends more time chasing saloon girls and robbing stage coaches than he does in the hideouts of the Dark Stone mines, with the rest of the gang.

Swamps of Death
Mission
1

NIGHT OF THE DEAD

An old burial site has been uncovered down in a nearby cave system and folks have been picking around where they shouldn't be, disturbing the dead. Now the corpses have risen up from their graves and are flooding out of the caves, hungry for the flesh of the living.

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

The Heroes must fight their way into the cave system and destroy all of the ***Corpse Piles*** that the *Hungry Dead* are rising from. They must find and destroy at least ***8 Corpse Piles***.

Special Rules

Undead Horde

For this Mission, all Threats are ***Hungry Dead***. Whenever a Threat card would be drawn, instead use the following:

Low Threat - *Hungry Dead*

Med Threat - *Hungry Dead*

High Threat - 12 *Hungry Dead*

Enemies placed by any means other than Threat cards (such as directly placed by a **Darkness** card), are placed normally. They do not need to be ***Undead***.

<Alternatively, you may instead assemble your own Threat Decks using Expansion cards. These Threat Decks should be comprised of only Threat cards for ***Undead*** Enemies. Ignore any ***Corpse Piles*** on Threat cards, as finding the ***Corpse Piles*** is a large part of the Mission itself.>

Elite Undead

Whenever a new group of ***Undead*** Enemies, whose specific Enemy Type is not already currently on the board, comes into play, they gain one extra **Elite** Ability beyond what they would normally have. This free Elite ability does NOT add the +5 XP to the Enemies (like a normal Elite would).

Piles of Bodies (Objective)

Each Room Map Tile found by the Heroes (not Passages) contains a number of ***Corpse Piles*** and ***Hungry Dead*** to guard them, in addition to any Encounters and Attacks on the Exploration Token there. When the Exploration Token is revealed, also roll a D6 to see how many ***Corpse Piles*** are in the Room.

D6	Result
1-2	1 Corpse Pile
3-4	2 Corpse Piles
5	3 Corpse Piles
6	4 Corpse Piles

There are also always *Hungry Dead* in the Room with the ***Corpse Piles***. These extra Enemies do generate a Loot card at the end of the Fight.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Objectives

Once the Heroes have destroyed at least ***8 Corpse Piles,*** as well as all other ***Corpse Piles*** and Enemies currently on the board, the Mission is successfully completed.

Reward

Each Hero gains **D6x$50** as well as 1 free ***Healing Herbs*** or ***Tonic*** token.

Failure

If the Heroes fail the Mission, the hordes of ***Undead*** escape the caves and begin a Zombie epidemic in the region. The Heroes must travel twice as far as normal to get to a safe Frontier Town. Each Hero must double the number of Travel Hazards they would normally add to the journey (if rolling to see if one is added, roll twice instead).

Swamps of Death
Mission
2

SEAL THE HELL PIT

While digging a new mine up in the hills, the crew uncovered a seemingly bottomless pit. After several attempts to find the bottom, they concluded that it was best to just cover over it and move on. But the pit, it would seem, had other plans. Bursting through the boards they tried to block it off with, the souls of the damned have erupted from below, and now pour freely into our world! This Hell Pit has to be sealed up for good... and fast!

Set Up

This Mission has a **Fixed Map Layout**, as shown in the diagram to the right. The entire board should be constructed during Set Up. There are four open-ended **Objective Doors** on the board; these are the possible locations of the Objective Room. Each Room has a random Exploration Token placed on it, face down (as shown in the diagram).

You will also need the ***Hell Pit*** Map Tile and the **Number Counters** marked 1, 2, 3, and 4. Mix these Number Counters up and place one face down, without looking, by each of the **Objective Doors**.

The Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

The Heroes must search the mine to find the location of the ***Hell Pit*** and seal it, before the souls of the damned overrun the mine! There are four possible locations for the ***Hell Pit*** Room. These are marked on the map diagram with blue arrows.

Special Rules

Fixed Map

This Mission uses a Fixed Map as shown in the Map diagram to the right. A list of all of the Map Tiles used is provided for easier identification. Map Cards can be used as reference to determine the names of each Map Tile.

Hero Posse Marker Moves by Stages

In this Mission, the Hero Posse marker is not positioned on the *Mine Entrance* space of the Depth Track at the start of the game, instead it is placed at the top of the first Stage of the Depth Track. When it is called to do so, move the marker to the top of the next Stage. In this way, the Hero Posse marker moves in large chunks, Stage by Stage, rather than incrementally, space by space.

Souls of the Damned (Objective)

During the final Fight, each time a Hero takes one or more Wounds from an Enemy's Attack, that Hero also takes 1 Corruption Hit (note that this is 1 Corruption Hit for the whole Enemy Attack, not per Hit).

Objectives

Objective Doors

There are four **Objective Doors** on the board, marked by blue arrows on the Map diagram. After fully completing any ***Encounters/Attacks*** on the Exploration Token in a Room with an **Objective Door**, reveal the face down **Number Counter** by that Door.

If it is the number ' 1 ', the Heroes have found the Objective Room! Place the ***Hell Pit*** Map Tile attached to that Objective Door.

If it is any other number, it is blocked off with an End Cap and you must roll a D6. On the roll of 1, 2, or 3, the Hero Posse marker is moved to the next Stage of the Depth Track.

Hell Pit

Once the ***Hell Pit*** has been found and attached to the board, the Heroes have reached the Objective Room and the final Fight! Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat** that has risen from the ***Hell Pit***.

The ***Souls of the Damned*** special rule is now in effect in the ***Hell Pit*** until all Enemies have been defeated. Once the last Enemy has been killed, the Heroes use a special incantation to close and seal the Hell Pit for good, completing the Mission.

Reward

Each Hero receives **50 XP**.

Failure

If the Heroes fail the Mission, the Darkness emerges from the Hell Pit and wreaks havoc on the countryside and the neighboring Towns.

When the Heroes Travel to a Frontier Town before the next Adventure, **2 Random Buildings** there will have been **Destroyed** by the escaping Darkness.

This Fixed Map layout uses the following Map Tiles:

Mine:
- Mine Entrance
- Dark Stone Quarry
- A Rail Tunnel
- A Mining Room
- Excavation Chamber
- Storage Room
- The Track Stop
- Waterfall Room
- Switch Curve
- Short Passage
- Long Passage
- End Cap x 7

Swamps of Death
Mission
3

THE LOST JOURNAL

While talking to the local newspaper man in town, he tells you that he thinks he has finally worked out the location of the Lost Journal; a legendary missing volume in the notes of Doctor Hedgebrook, the first man to travel through a gateway to another world, and make it back alive. If true, it could be worth a fortune!

Set Up

This Mission has a **Fixed Map Layout**, as shown in the diagram to the right. The entire board should be constructed during Set Up. Each Room has a random Exploration Token placed on it, face down (as shown in the diagram).

You will also need the **Number Counters** marked 1-6. Mix these Number Counters up and place one face down, without looking, near each of the 6 possible **Objective Rooms** (marked on the diagram with a red X).

Roll a D6 to determine the Number Counter that represents the actual location of the ***Lost Journal***. The other Number Counters are fakes.

The Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

The Heroes must search the Mine to find the location of the ***Lost Journal*** (the correct Number Counter), and defeat any Enemies that are guarding it.

Special Rules

Fixed Map

This Mission uses a Fixed Map as shown in the Map diagram to the right. A list of all of the Map Tiles used is provided for easier identification. Map Cards can be used as reference to determine the names of each Map Tile.

Hero Posse Marker Variable Move

In this Mission, the Hero Posse marker starts the game on the *Mine Entrance* space of the Depth Track as normal. However, whenever the Heroes flip over a Number Counter during the Mission, the Hero Posse marker is moved forward a number of spaces on the track equal to the number on that counter.

Objectives

Searching a Red X Room

There are six Rooms on the board with a red X on them. These are the possible **Objective Rooms** that could be the location of the ***Lost Journal***. After fully completing any ***Encounters/Attacks*** on the Exploration Token in a Room with a red X, reveal the face down **Number Counter** by that Room.

If the number matches the Number Counter the Heroes are looking for, they have found the **Objective Room** and the ***Lost Journal***!

If it is any other number, the Room is empty and the Heroes must continue their search.

Remember, any time one of the Number Counters is revealed, the Hero Posse marker is moved on the Depth Track as noted in the ***Hero Posse Marker Variable Move*** Special Rule above, making it harder for the Heroes to *Hold Back the Darkness*.

The Objective Room

When the Heroes find the Room with the ***Lost Journal*** in it, they also find themselves surrounded! Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat** that **Ambushes** them. Once all Enemies have been defeated, the Heroes have successfully recovered the ***Lost Journal*** and completed the Mission!

Reward

Each Hero gains **25 XP**, and may choose to either get **$100 for each Number Counter revealed** during the Adventure or gain **1 to their Sanity**.

Failure

If the Heroes fail the Mission, the ***Lost Journal*** remains lost and each Hero loses 1 Sanity permanently from the traumatic experience.

This Fixed Map layout uses the following Map Tiles:

Mine:
- Mine Entrance
- A Rail Tunnel x2
- A Mining Room x2
- Storage Room
- The Track Stop
- Hell Pit
- Switch Curve
- Waterfall Room
- Underground Lake
- Excavation Chamber
- Dark Stone Quarry
- Short Passage
- Mid Passage
- T-Junction Passage
- End Cap x 15

Swamps of Death Mission 4

SWAMPS OF DEATH

Rumors have been swirling that a mine has been found with a stable gateway leading to another dimension! A murky swamp world, overrun with giant insects and man-eating plants, as well as the sunken ruins of ancient primitive cultures! There are tales of half-sunken temples filled with gold, and springs with magical healing properties; a fountain of youth hidden away in the deep parts of the swamp. Of course, there are also stories of vicious serpentmen tribes and massive reptilian creatures that stalk the thick, swampy forests. But, for a chance at riches and immortality, it could just be worth the risk.

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

Find a Gate that leads to the murky and overgrown *Swamps of Jargono* and hunt down a magical spring or cache of temple treasures. Once in the ***Swamps of Jargono***, the Heroes must find 2 Clue Icons to discover a hidden spring or temple, and successfully complete the Mission.

Special Rules

All Gates Lead to Jargono

All Gates in this Adventure lead to the ***Swamps of Jargono***, even Gates found in Jargono (they lead to a different part of the swamp).

Mine Clues add a Gate

Any **Clue Icon** the Heroes find in the Mines, automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

Objectives

The Second Clue in Jargono

When the Heroes find the second **Clue Icon** in the ***Swamps of Jargono***, they have reached the Objective for exploring this Other World. Ignore any ***Attacks*** or ***Encounters*** listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat**. Remember, that any time a normal Threat card (Low, Med, or High) would be drawn in an Other World, an ***Other World Threat*** card is drawn instead. Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero gains **25 XP**. Also, roll a D6 for the group.

On the roll of 1, 2, or 3, the Heroes have discovered a magical well-spring with healing properties. Each Hero may either gain 1 to their Health or automatically Heal 1 Injury, Madness, or Mutation (or discard a *Parasite* card).

On the roll of 4, 5, or 6, the Heroes have found a half-sunken temple ruin and each Hero recovers enough gold trinkets that they can sell for P x $50.

Failure

Lost in the deadly swamps, the Heroes are relentlessly bitten by alien insects and torn at by barbed vines and thick mud. Each Hero must roll a D6.

On the roll of 1, the Hero falls ill due to disease spread by the insects. The Hero loses 1 Health permanently.

On the roll of 2, 3, or 4, the Hero must discard $100, D3 Dark Stone, or one Item, lost to the muddy waters of the swamp.

On the roll of 5 or 6, the Hero emerges unscathed.

Swamps of Death
Mission
5

CURSED IDOL

While in the Saloon, an old prospector hobbles up to you and asks for your help.

"It's my fault! It's all my fault! I brought back this here ancient statue I found on an expedition to another world. At first, I was overjoyed by the find! I mean, that thing has got to be worth a fortune, right? But ever since I took the damned thing, it's been nothing but trouble. My horse done keeled over and died on the trail, I was ambushed by demons on the way into town, and ever since I've been back, things have started going wrong for this whole place! We've been hit by three Void Twisters in the last week! It's cursed I tells ya'! I mean, I know I shouldn't have taken it from that ancient burial ground in the swamps, but I didn't think it would actually be cursed! I gotta put this thing back where I found it, before it kills us all. I would do it myself, but I broke my leg walking down the street...just walkin' down the damn street! You gotta help me!"

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

The Heroes start with the **Ancient Statue** marker to represent the ***Cursed Idol*** that must be returned to the **Burial Ground** in the *Swamps of Jargono*. The Heroes also start with an ***Old Map*** Gear card (search the **Gear** Deck to find a copy of this card).

Remove the **Switch Curve** Map Card from the **Mine Map Deck**. Also remove all *Passage* Map Cards from the **Swamps of Jargono Map Deck** (leaving only Room Map Cards). *If you have more Swamps of Jargono Map Cards than come in this Core Set, create a deck of 11 Random Jargono Room Map Cards as well as the Burial Ground Map Card, so that there are exactly 12 cards total in the Jargono Map Deck.*

Mission Goal

The Heroes must search the Mines for a Gate to lead them to the ***Swamps of Jargono***, and then search the swamps for the **Burial Ground** Map Tile. Once they find it, they must return the ***Cursed Idol*** back to the proper grave it was taken from to lift the curse.

Special Rules

All Gates Lead to Jargono

All Gates in this Adventure lead to the ***Swamps of Jargono***, even Gates found in Jargono (they lead to a different part of the swamp).

Mine Clues add a Gate

Any **Clue Icon** the Heroes find in the Mines, automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

Hard to Hold Back the Darkness

The **Hold Back the Darkness** roll needs to be one higher than normal to succeed each turn.

Find the Right Grave (Objective)

Any Hero on the **Burial Ground** Map Tile that starts their Activation in a space with a **Grave marker**, may give up their Move to search that **Grave**. Make a **Lore 5+** test.

If failed, nothing happens. If passed, gain **10 XP**, remove the **Grave marker** from the board, and roll a number of dice equal to the number of **Graves** that have been successfully Searched (including this one).

If any of the dice roll a 6, this is it! You return the ***Cursed Idol*** to the proper Grave. This immediately ends the ***Hard to Hold Back the Darkness*** Special Rule. Now all you have to do is kill any remaining Enemies on the board. If none of the dice rolled a 6, this was not the proper **Grave**, and you must keep Searching. If this was the last **Grave marker** on the board, it is automatically the correct **Grave**.

Objectives

Burial Ground

When the Heroes find the **Burial Ground** Map Tile, they have found the Objective Room. There is no Exploration Token on the Map Tile, and the room has no exits.

Reveal all **Growing Dread** cards in the stack as normal.

Place **6 Grave markers** on the **Burial Ground** Map Tile in the spaces shown in the diagram (you can use counters with the ***Shadows of Brimstone*** logo for these markers). These Grave markers may be searched as detailed in the ***Find the Right Grave*** Special Rule above.

The **Burial Ground** is also guarded by ***Hungry Dead*** as well as a number of ***Corpse Piles*** based on the number of Heroes, as follows:

Heroes	Corpse Piles
1-2	2 Corpse Piles
3-4	4 Corpse Piles
5-6	6 Corpse Piles

Once the ***Cursed Idol*** has been returned to the correct grave and all Enemies on the board have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero draws a Loot card for the *Hungry Dead* Enemies, and may draw a **Gear** card or gain **D6x$50** as payment for returning the idol.

Failure

If the Heroes fail the Mission, the curse of the idol consumes the town. The Heroes may not visit a Frontier Town, but instead must proceed directly on to the next Adventure.

Swamps of Death
Mission 6

TEMPLE OF DREAD

A lone survivor stumbled into town this morning, babbling incoherently about his posse gettin' massacred, and an ancient temple in the swamps. Coaxing more information out of him, it would appear that his group discovered a massive temple ruin through a portal, half-sunken into the swamp, and full of wondrous relics and treasures beyond reckoning. It's hard to tell exactly where it is located from his description, but you definitely have enough to go in the right direction. With a far-off look, the man just keeps repeating the same phrase...and it chills you to the bone. "There's only death there! It's a... Temple of Dread...Temple of Dread...Temple of Dread."

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

The Heroes must search the Mines for a Gate to lead them to the *Swamps of Jargono*, and then search the swamps for the fabled Temple of Dread.

Each time a **Clue Icon** is found on an Exploration Token in the *Swamps of Jargono*, roll a D6. On the roll of 3+ ignore any Door/Gate Icons on that token, as there is only one exit, leading to the Temple of Dread Objective Room (the Jargono side of the *Mine Entrance* Map Tile).

Special Rules

Ultimate Dread (D3)

At the start of the game, add **D3 Growing Dread** cards to the stack.

All Gates Lead to Jargono

All Gates in this Adventure lead to the *Swamps of Jargono*, even Gates found in Jargono (they lead to a different part of the swamp).

Mine Clues add a Gate

Any **Clue Icon** the Heroes find in the Mines, automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

Objectives

Finding the Temple of Dread

When the Temple of Dread Objective Room has been found and placed, the Heroes must still complete any *Encounters* and *Attacks* on the Exploration Token with the final **Clue Icon**.

Until these Encounters/Attacks have been resolved, Models may not move onto the Objective Room Map Tile.

Note that the Objective Room does not have an Exploration Token placed on it.

Objective Room

At the end of the first turn in which there are one or more Heroes on the Temple of Dread Objective Room Map Tile, reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat** that is guarding the Temple.

Once all Enemies have been defeated, the Heroes have successfully completed the Mission and may enter the Temple to search for treasure!

Reward

Each Hero gains **D6x$100** and rolls a D6.

D6	Result
1	Nothing
2-3	Draw a Jargono Artifact
4-6	Draw a Mine Artifact

Failure

If the Mission is failed, the Heroes are cursed by the temple's unspeakable dread! The Heroes do not get a Grit when they start their Travel/Town after this Adventure. Also, each Hero starts their next Adventure with no Grit.

TRAVELING TO TOWN

When keeping your Heroes from game to game in a campaign, it is important to be able to resupply and get pesky Injuries, Madness, or Mutations Healed. To do this, Heroes can Travel across the countryside to reach a Frontier Town. Traveling in the shadows of the Brimstone cataclysm can be a dangerous prospect, even for the most hearty of Heroes, so beware.

Resetting Heroes for Travel and Town

As noted in the *Campaign Play* section of the Rule Book on page 36, there are a series of steps the Heroes go through at the End of Each Adventure. This represents the Heroes regrouping outside the Mines.

As noted, every Hero is reset to full Health, full Sanity, and 1 Grit before Traveling to visit a Frontier Town.

Mission Success or Failure

The success or failure of the previous Mission can have an impact on your Traveling or the Town you visit, as noted in the individual Mission just played. Oftentimes, failing a Mission will lead to one or more Locations in Town being Destroyed by the Darkness that you let Escape from the local mines.

Preparing to Travel

Once the Heroes are ready to Travel, every Hero in the Posse must roll a D6.

A Hero that rolls a 1 or 2 on the die adds a Travel Hazard to the journey.

Rolling for Travel Hazards

Once you have established how many Travel Hazards there will be, each Hero that added a Hazard to the trip must roll once on the Travel Hazard Chart. This can be done in any order, but each Travel Hazard roll must be completed before the next roll on the chart is made.

Note that Travel Hazards usually affect the whole group, but on occasion, they will specifically affect the Hero that triggered the Hazard/rolled the result on the chart.

The **Travel Hazard Chart** can be found at the back of this book, on page 56.

To roll on the chart, a Hero rolls 3D6 and adds them together. The result (between 3 and 18) is then consulted on the chart to see what the Heroes have encountered in their Travels.

Completing Your Travels

Once all of the Travel Hazards are rolled for and resolved (and there may not have been any at all, if none of the Heroes rolled a 1 or 2 on their Travel die), the Heroes have reached their destination. Arriving at a Frontier Town, the Heroes may now interact with that Town, as described below.

Horses and the Stage Coach

One thing that Heroes can buy while in Town is a specialty **Transport**, in the form of a ***Horse*** or a ***Stage Coach***. It is assumed that every Hero has a basic Horse that lets them Travel between the mines and towns, and is left outside when delving down into the mines for an Adventure. This basic Horse does not give any bonuses and cannot be Upgraded in any way (with ***Dark Stone Horse Shoes***, etc). Buying a specialized Horse or a Stage Coach for the Posse gives you bonuses for Traveling. These can be found at the ***Blacksmith*** in Town.

As the ***Stage Coach*** is an Item used by the whole Posse, it is limited to *One per Hero Posse*, as noted in its store entry. It is still purchased by a single Hero and they are considered the owner of it (or driver). The Heroes may pool their Gold, of course, to help pay for it though, as it is an expensive purchase.

VISITING A FRONTIER TOWN

Once the Heroes have completed their Traveling, they reach a Frontier Town in which to buy supplies and equipment, as well as to try to Heal Injuries or Madness, or even get Corruption and Mutations removed. Of course, just because you are in a Town, it does not mean that you are safe. This is the Old West after all, and there are always dark forces at play.

THE TOWN BOARD

The Town is represented by a small board that shows the various **Locations** you can visit as well as the **Hotel** or **Camp Site** you will be staying in. It also has a **Town Event Track** to show how long the Heroes have been in Town since the last Event occurred.

Setting up the Town Board

The Town Board is printed on the back side of the Depth Event Chart and should be laid out at the center of the table where all Players can reach it. Place the Hero Posse marker on the ' 1 ' space of the **Town Event Track**.

The Town Event Track

At the end of each Day in Town, the Heroes will have to make a single roll to see if a **Town Event** has occurred. These are usually fairly bad things and best to be avoided. The more Days that have passed since the last Town Event, the more likely it is that one will happen, so staying in Town for too long can get a bit risky. Rolling for Town Events and the Town Event Chart can be found on the large Frontier Town reference sheet.

Drifters

Enigmatic travelers and men with no names, Drifters roam the land, keeping to themselves and putting a stop to evil where they can. Though few in number, some have become legendary for their occult knowledge, gunfighting skills, and seeming immortality. Like Jed Cartwright... Always in the wrong place at the wrong time, when he drifts into town, trouble is never far behind.

Town Locations

There are 6 Locations that the Heroes can visit while in Town - the ***Doc's Office***, ***Blacksmith***, ***Saloon***, ***Frontier Outpost***, ***Church***, and ***General Store***. Each Location has Items that you can purchase as well as a unique Event Chart and specialty services. They are also each represented by a large, double-sided reference sheet that can be passed around the table as Heroes visit the different Locations.

Random Town Locations

Sometimes determining a **Random Town Location** will be required. When this happens, simply roll a D6 and consult the numbers in the bottom corner of each of the Location spaces on the Town Board. Note that the Hotel and Camp Site are not numbered and will never be selected Randomly like this.

Destroyed Town Locations

Sometimes one or more Town Locations will be **Destroyed**. When this happens, place a marker on that Location to show that Heroes may not visit it for the rest of this Town Stay.

A DAY IN TOWN

The Hotel and the Camp Site

At the start of each Day in Town, each Hero must decide if they want to stay at the **Hotel** for the cost of $10, or if they would rather stay at the **Camp Site** for Free. Players should place their Hero on the Town Board in either the Hotel or Camp Site space.

Though the Camp Site does not cost Gold to stay at, it can be a little rough. Any Hero staying at the **Camp Site** must roll 2D6 on the **Camp Site Hazard Chart** to see if anything happens. This Chart can be found on the large Frontier Town reference sheet. Heroes staying at the Hotel simply pay their $10 for the Day.

Visiting a Town Location

Each Hero is allowed to visit one Town Location a Day. All of the Heroes should move their figure to the Location space on the Town Map that they wish to visit for the Day.

Location Event Charts

Once all of the Heroes are at the Location they have chosen for the Day, each Hero must roll 2D6 on the Location Event Chart for the Location they are visiting. These charts can be found on the individual large reference sheets for the different Locations.

Very often a Location Event Chart result will affect all of the Heroes at that Location for the Day.

Buying Equipment and Services

Once all of the Location Events have been rolled for and resolved, Heroes may purchase Items and pay for special services at the Location they are visiting.

The cost for each Item or service is listed on the Location's reference sheet. When a Hero spends Gold to pay for an Item or service, the amount is deducted from that Hero's Gold total (just like in real life). Gold can sometimes be hard to come by though, so spend it wisely (again, just like in real life).

Selling Dark Stone

Dark Stone may also be sold, but only to the Outpost Bank located at the ***Frontier Outpost*** Location. Details for this can be found on the Location's reference sheet.

Selling Items

While in Town, a Hero may elect to sell any Item card they have for the amount of Gold listed in the bottom right corner of the card. Discard the card and add the Gold value to your Hero. This can be done at any time, regardless of where in Town you are.

Items purchased in Town may also be sold later for 50% of the value you paid to get the Item. Services, of course, may not be sold as they were a one time event that you paid for.

Hero Starting Gear

Heroes may NOT trade or give their Starting Items to other Heroes, and may NOT choose to sell their Starting Items in Town.

When called on to discard an Item (by an event or Travel Hazard, for instance), a Hero may NOT choose to discard a Starting Item (though a Starting Item MAY be lost when discarding a 'Random Item').

A Starting Item MAY be discarded voluntarily, to make room for carrying other Items.

Because Starting Gear cards are a fundamental part of every Hero Class, if a Hero's Starting Item has been lost/discarded, they MAY purchase a replacement of it in Town, at any time (no specific Location is required), for the Gold Value listed on that Item. If there is no Gold Value listed, the Hero may acquire a replacement for free.

FORGING DARK STONE

One of the special services provided at the *Blacksmith* Location (as well as some other Locations in Town) is to **Forge** Dark Stone into powerful Items, or Upgrades that can be attached to an Item to improve its abilities.

To have your Dark Stone Forged into an Item or an Upgrade, you simply pick the entry you would like to get and pay the costs shown in both Gold and Dark Stone.

Forging Upgrades

Dark Stone **Forged** Upgrades work just like Upgrade cards found on an Adventure (as described in the Rulebook on page 21), with one notable exception - Forged Upgrades are permanently attached to an Item and cannot be removed or sold separately from that Item.

The amount of Upgrade Slots that a Forged Upgrade requires is listed on each entry as well as if it adds one or more Dark Stone Icons to the Item. Forging several Upgrades onto an Item can greatly improve that Item, but can also make it a little dangerous. At the end of a game, when rolling for Dark Stone Corruption, a Hero must roll for EACH Dark Stone Icon on the Items they are carrying. This means the more you enhance an Item with Dark Stone, the more Corruption it will cause you over time.

END OF THE DAY

Once all of the Heroes have finished their Location visit, the Day ends and the Heroes must roll to see if a Town Event occurs. If it does, the Town Event must be resolved and affects all Heroes in Town. If not, then the Day ends quietly with a nice sunset over the mountains.

Then, a new Day begins and the process is repeated.

Leaving Town

Any Heroes that do not want to spend any more time in Town may elect to **Leave Town** at the end of a Day, after the Town Event is rolled for and resolved. Once a Hero Leaves Town, they may not return until after the next Adventure, but are no longer affected by any Town Events that may occur.

The 'Lucky Find'

Possibly the most famous saloon and gambling hall in the Southwest, the 'Lucky Find' is owned and operated by Oliver Samson. Wealthy and ruthless, Samson is a shrewd businessman and will stop at nothing to get what he wants. Located in the town of Lestina, the 'Lucky Find' holds the distinction of being the first locale to offer mutant saloon girl performers as well as illicit Other World games and substances to its patrons.

Holding Back the Tide

Though the number of creatures pouring out of the mines has only increased, the government still denies the truth about Brimstone. If not for the efforts of the local Cavalry contingents in the area, the whole countryside would have been lost long ago. Constructing frontier forts and garrisoning outposts at most towns in the area, the war effort is lead by Civil War veteran Colonel Robert Beauregard, tasking his men to hold the evil at bay.

Expeditions Beyond

As soon as stable gateways were discovered, men of science, scholars, and explorers began organizing expeditions to go through them. Many were never heard from again. The first man to go through a portal and get back alive, was Dr. Hedgebrook. Keeping meticulous notes in a series of journals, he has so far made over 100 successful trips to Other Worlds and back.

HERO CLASSES AND LEVELING UP

There are several different Hero Classes that players can choose from in Shadows of Brimstone, each with their own style of play and unique feel. Keeping your Hero from game to game allows them to progress in Hero Level, gaining new abilities and collecting all manner of Gear and Artifacts along the way to help in their Adventures against tougher and tougher Enemies.

XP AND HERO LEVELS

Once your Hero has collected enough XP, you can spend it to go up to the next Hero Level. This will usually grant you more Health/Sanity, Skill boosts, and even a new Ability unique to your Hero Class.

Spending XP to Level Up

The amount of XP required to 'Level Up' to the next Hero Level is shown on the chart below.

Hero Level	XP Cost
1	Start
1 → 2	500
2 → 3	1,000
3 → 4	2,000
4 → 5	3,000
5 → 6	4,500
6 → 7	6,000
7 → 8	8,000

It is important to note that XP is actually spent to Level Up, removing the XP from your Hero's XP total.

Mark Down Your New Level

Once you have spent the required XP to Level Up, make a note of your new Hero Level to keep track of where you are.

Hero Level Cap

Heroes max out at Level 8. Though you can continue to acquire XP and keep Adventuring, you may not Level Up beyond Hero Level 8 (at least not yet).

Leveling Up Mid-Game

As soon as a Hero has enough XP, they may spend that XP to Level Up. This may even be done during an Adventure! A Hero may Level Up at the **start of a Game Turn** by spending the appropriate amount of XP. That Hero immediately Fully Heals their Health and Sanity, and Recovers 1 Grit. They may then immediately gain the benefits of Leveling Up as noted below

A Hero that has enough XP to Level Up MUST do so before the next Adventure begins.

Roll for Free Upgrade Bonus

Each Hero Class has a free ***Upgrade Bonus*** Chart. Whenever your Hero Levels Up, you get to roll 2D6 on the Chart to determine your random bonus. This is in addition to choosing a new Ability for your Hero.

Choosing an Upgrade Chart Ability

Every Hero Class also has an **Upgrade Chart** that acts as a skill tree of new abilities, unique to your Hero Class. Each time you Level Up, you may choose one new Ability from your Upgrade Chart.

The chart has four different vertical Tracks that run top to bottom and are themed for a particular aspect of that Hero Class. When choosing a new Ability, you may pick from any of the four Tracks, but you must take the first Ability in that Track that you do not already have. In other words, you must have the first tier Ability in a Track before you can take the second tier ability below it, etc. Note that as the Hero Level cap is 8, a Hero will not be able to get the fourth tier ability in more than one of the different Tracks, so choose wisely as you Level Up.

HERO POSSE LEVEL

Just like each individual Hero has a Hero Level, the group as a whole has a **Hero Posse Level**. The Hero Posse Level is equal to the highest Level Hero currently in the group, so a group with a Level 2 Hero, two Level 3 Heroes, and a Level 4 Hero would be Hero Posse Level 4.

The Hero Posse Level is set at the start of each Adventure and allows for different Heroes to come and go from the group from game to game. Once an Adventure starts, the Hero Posse Level does NOT change, even if one or more Heroes Level Up mid-game.

Tougher Monsters

As the Heroes go up in Level, the Enemies that you fight will also naturally get more difficult. All of the Enemies in an Adventure get a Bonus based on the Hero Posse Level at the start of that Adventure as follows:

Posse Level	Enemy Bonus
1	No Bonus
2	No Bonus
3	1 Elite Ability
4	2 Elite Abilities
5	Brutal Side of Enemies
6	Brutal Side of Enemies
7	Brutal + 1 Elite Ability
8	Brutal + 2 Elite Abilities

Remember also that Elite Enemies are +5XP for each Elite Ability they have. Brutal Enemies are worth more XP as listed on their sheet.

LAWMAN

Protecting and serving in the lawless towns of the Southwest is just about the hardest job there is on the frontier. Small town lawmen need to have the diplomacy skills to settle down rowdy ranchers and saloon folk without it turning bloody, while having the cold nerve to stare down a group of ruthless outlaws threatening to roll over the town. On the frontier, justice is swift and unforgiving.

Playing a Lawman

Lawmen are a fantastic choice for a leadership role in the posse. They are well-rounded, have good damage dealing potential, and several options for healing and boosting the group as they go up in Hero Level. The *Sheriff's Badge* also gives the whole team a solid bonus once per adventure, and can really save you when things look grim.

Starting Upgrade Choices

Lawman Starting Upgrades focus on doing extra damage and leadership, in the form of healing and holding the Darkness at bay.

Frontier Justice

This ability allows you to make quick work of a tougher Enemy, finishing it off when you get a solid Hit. It also allows you to kill a smaller Enemy even if your damage roll is low.

Strong Leadership

This allows you to really focus on the leadership aspect of the Lawman, keeping the posse in good health and good spirits. It provides a steady trickle of healing to the whole posse as you explore the Mines.

Iron Will

Another good Leadership ability, *Iron Will* lets you keep the Darkness cards from getting out of control. There is a chance that it won't succeed, but this can be helped along by keeping an extra Grit handy to Re-roll, or try again in a later turn.

Leveling Up a Lawman

Whenever you go up to a new Hero Level, roll 2D6 on the following chart for your free Upgrade Bonus. You may also choose one new Ability from the Lawman Upgrade Chart on the next page (as detailed above in the section on *Leveling Up a Hero*).

2D6 Roll	Upgrade Bonus
2	**Vendetta** - Choose an Enemy Keyword (*Demon, Undead*, etc). From now on, any time you collect XP from those Enemies, collect an extra +10 XP.
3	**+1 Max Grit**
4	**+1 Move**
5	**+1 Strength or +1 Agility.** Also, gain +D6 Health/Sanity (any mix)
6	**+1 Cunning or +1 Spirit.** Also, gain +D6 Health/Sanity (any mix)
7	**+D6 Health and +D6 Sanity**
8	**+1 Lore or +1 Luck.** Also, gain +D6 Health/Sanity (any mix)
9	**+1 Side Bag Token Capacity.** Also, gain +D6 Health/Sanity (any mix)
10	**+2 Corruption Resistance**
11	**+1 Max Grit**
12	**Not on My Watch** - Once per Adventure, you may force the ***Hold Back the Darkness*** roll to be Re-rolled.

Lawman Upgrade Chart

Leadership	Determination	Justice	Law and Order
Teamwork Once per Adventure, add dice to another Hero's Skill test equal to your value in that Skill. If the test is successful, gain 25 XP.	**Man of Action** You may roll 2 dice for Move each turn and choose which to use.	**Cold Stare** You may now Activate before Enemies at your Initiative level. **+1 Max Grit**	**Fair Warning** Your Hits are +1 Damage to any Enemies that have already Activated this turn. **+1 Max Grit**
Motivate Whenever the Hero Posse marker moves onto a Blood Spatter or Growing Dread space of the Depth Track, you and every other Hero on your Map Tile may Recover a Grit on the D6 roll of 4+ each.	**Standing Your Ground** At the start of a turn, you may reduce your Initiative to 1. If you do, you are Defense 3+ this turn.	**Relentless** At the start of your Activation each turn during a Fight, Recover a Grit on the D6 roll of 4, 5, or 6. **+1 Initiative**	**Long Arm of the Law** **+1 Combat** and **+1 Strength** and **+1 Max Grit**
Reassure Once per turn, use 1 Grit to prevent D6 Wounds/Sanity Damage that another Hero is about to take. Gain 5 XP for each Damage prevented this way.	**Temper** Once per Fight, use 1 Grit to add (P) Damage to one of your Hits, or (P)(P) Damage if you are at less than half Health.	**Cool Head** When using *Laying Down the Law*, you may now Re-roll any number of your *To Hit* rolls.	**Learning to Live With It** Once per turn, when you kill an Enemy, Heal D6 Sanity. **+1 Spirit**
Battle Plan Use 2 Grit to give every Hero +1 Damage on their Attacks until the end of the turn (or +2 Damage while there are more than one Enemy Type on the board).	**Never Gives Up** While KO'd, at the start of each turn, roll a D6. On the roll of 5 or 6, Heal D6 Wounds/Sanity (any mix) and stand back up, without rolling for Injury/Madness.	**Justice Never Sleeps** **+1 Initiative** and **+2 Max Grit** Once per Adventure, Ready your Badge.	**Judge, Jury and Executioner** Use 2 Grit to make all of your Hits count as Critical Hits until the end of the turn or to allow one of your Hits to ignore an Enemy's *Tough* or *Endurance* Ability.

RANCHER

Creating a life for yourself on the frontier is no small feat, and those who do are just about as tough as they come. On the open range, Ranchers favor long range rifles over smaller guns, allowing them to pick off targets at a safe distance. They also tend to become adept at many different skills, as they do not have the support structure of living in a town.

Playing a Rancher

Ranchers are a tough breed and tend to do well at a distance. Their ability to Rapid Fire with a Rifle can make them a killing machine if you get on a roll, and having a leg up on Escaping from Enemies and out-ranging them can be a great advantage in a Fight. If they do get up close though, a Rancher has many options for frontier survival.

Starting Upgrade Choices

Rancher Starting Upgrades focus on Healing, Enemy crowd control, and Re-rolling your Hits.

Home Remedies

This ability is effectively like turning every Grit into a Bandages Token. It is a very powerful option for Healing and allows you to use your Side Bag to hold other types of Tokens like Dynamite or Whiskey.

Swinging Rifle

Though a Rancher's Focus tends to be on range, it is not uncommon to find yourself surrounded and unable to Escape. The ability to swing your Rifle can do wonders at clearing a path, with the added bonus that it doesn't count as your Attack for the turn.

Farmstead Defender

To focus completely on your Ranged Attack, this ability helps you to avoid the feast or famine aspect of only getting one powerful shot with your Rifle each turn. It does require you to stay back from the Enemies though, which can be hard sometimes if you get caught up in an ambush.

Leveling Up a Rancher

Whenever you go up to a new Hero Level, roll 2D6 on the following chart for your free Upgrade Bonus. You may also choose one new Ability from the Rancher Upgrade Chart on the next page (as detailed above in the section on *Leveling Up a Hero*).

2D6 Roll	Upgrade Bonus
2	**Vendetta** - Choose an Enemy Keyword (*Demon, Undead*, etc). From now on, any time you collect XP from those Enemies, collect an extra +10 XP.
3	+1 Max Grit
4	+2 Corruption Resistance
5	+1 Strength or +1 Agility. Also, gain +D6 Health/Sanity (any mix)
6	+1 Cunning or +1 Spirit. Also, gain +D6 Health/Sanity (any mix)
7	+D6 Health and +D6 Sanity
8	+1 Lore or +1 Luck. Also, gain +D6 Health/Sanity (any mix)
9	+2 Corruption Resistance
10	+1 Initiative
11	+1 Max Grit or +1 Initiative
12	+1 Combat

Rancher Upgrade Chart

Marksmanship	Frontier Survival	Toughness	Smithing
Iron Concentration Once per turn, you may Re-roll a single damage roll for one of your Ranged Attack Hits.	**Dressed for Adventure** You gain +2 Health for each *Clothing* Item you wear. *Clothing* Items do not count against your Carrying Limit.	**Ready for Action** You may now carry twice as many Tokens in your Side Bag. Start each Adventure with 1 free Side Bag Token from the following:	**Void Enhancement** Once per turn, use 1 Dark Stone to add +D6 Damage to one of your Hits. **+1 Max Grit**
Rapid Reload You get +1 Shot with any Gun.	**Life Goes On** You are now +1 Initiative for each Mutation you currently have (max +3). **+1 Max Grit**	**Is That All You've Got?** Willpower 3+	**Forge Works** While in Town, you may pay up to 4 Dark Stone less on each Item Upgrade you purchase. **+1 Strength**
Sharpshooter Any time you kill an Enemy with a Gun, you may immediately do D6 Damage to another Enemy in one of the three adjacent spaces behind it.	**"I've Seen Worse!"** Use 2 Grit while KO'd to Heal D6+2 Wounds/Sanity (any mix) and stand back up, without rolling for Injury/Madness.	**Fisticuffs** Once per Fight, you may add +1 Damage to all of your Combat Hits.	**Refinement** You may use 12 Dark Stone to fill an Upgrade Slot on a Gun or Hand Weapon. That Item now has +1 Damage and . Limit twice per Item.
Deadly Shot Your Critical Hits with a Gun are +3 Damage.	**Up Close and Personal** Melee To Hit 3+	**Shrug it Off** Defense 3+ **+1 Max Grit**	**Dark Stone Trap** Once per turn, drop a Dark Stone in an adjacent space during your Move. Once per Fight, use 1 Grit as an Attack, to detonate all Dark Stone you've dropped, with each doing D6+3 Damage ignoring Defense, to all models in the same and adjacent spaces.

INDIAN SCOUT

It is not uncommon for Native Americans who openly trade with frontier settlers to become more westernized in their appearance and dealings. Often they become scouts for the local cavalry or fall in with bands of adventurers or even outlaws. The Indian Scout is a fast and spirited fighter that is light on his feet and an expert tracker.

Playing an Indian Scout

The Indian Scout is possibly the most versatile Hero Class to play. He starts out with a solid Ranged Attack in the form of the Carbine as well as a sturdy Hatchet to do extra damage if you are up close. With a built-in ability to re-draw an Encounter or Exploration Token, the Indian Scout is great at helping the posse find their objectives quickly.

Starting Upgrade Choices

Indian Scout Starting Upgrades focus on Movement and Recovering Grit, Re-rolling, and Melee Attacks.

Cavalry Scout

This ability allows you to roll an extra die for Move each turn and choose which to use. This not only helps you to get around the board faster, it also allows you to get Grit back twice as fast (by rolling 1s), even in a Fight.

Heightened Senses

One of the single best utility Upgrades around, this ability plays to the Indian Scout's strong versatility by giving you the option to Re-roll one of your To Hit or Defense rolls each turn. This can help keep you alive, or give you a second chance to hit something when you really need it, depending on the situation.

Savage Attack

To focus on becoming a powerful Melee fighter, *Savage Attack* can't be beat. This ability is good when you are just starting out, as it lets you do a flurry of Hits very quickly (combined with your high Initiative), but in the long run, it gets even better as you get more Gear and hand-to-hand weapons that make each of your Combat Hits that much stronger.

Leveling Up an Indian Scout

Whenever you go up to a new Hero Level, roll 2D6 on the following chart for your free Upgrade Bonus. You may also choose one new Ability from the Indian Scout Upgrade Chart on the next page (as detailed above in the section on *Leveling Up a Hero*).

2D6 Roll	Upgrade Bonus
2	**Vendetta** - Choose an Enemy Keyword (*Demon, Undead*, etc). From now on, any time you collect XP from those Enemies, collect an extra +10 XP.
3	**+1 Max Grit**
4	**+1 Move**
5	**+1 Strength or +1 Agility.** Also, gain +2 Health and +2 Sanity
6	**+1 Cunning or +1 Spirit.** Also, gain +2 Health and +2 Sanity
7	**+D6 Health and +D6 Sanity**
8	**+1 Lore or +1 Luck.** Also, gain +2 Health and +2 Sanity
9	**+2 Side Bag Token Capacity**
10	**+2 Corruption Resistance**
11	**+1 Max Grit**
12	**Tracking Mastery** - You now roll 1 extra die for Scavenging, and once per Adventure, cancel and discard a Scavenge card just drawn by any player.

Indian Scout Upgrade Chart

Tracking	Stealth	Warrior	Tribal
"This Way" Whenever you *Look Through a Door* gain an extra +5 XP and Recover a Grit on the D6 roll of 4+. **+1 Initiative**	**Pass Through** You may now move through other models and automatically pass Escape Tests. **+1 Agility**	**Battle Scout** Once per Fight, give all <u>other</u> Heroes +2 Initiative until the end of the turn, and you may Recover 1 Grit. **+1 Move**	**Voices of the Ancestors** Once per turn, you may take 3 Sanity Damage, ignoring Willpower, to Recover a Grit. **+1 Lore**
Know Your Prey You may now Activate before Enemies at your Initiative level Once per turn, you may Re-roll a Damage roll for one of your Hits.	**Moves in Shadow** Enemies are -1 *To Hit* you in the first turn of a Fight. You are +1 Damage against all Enemies that have not Activated yet during the turn.	**Warrior's Spirit** Spirit Armor 5+ **+1 Spirit**	**Guardian Spirit** Once per Adventure, cancel a Growing Dread or Darkness card on the D6 roll of 3+. If successful, gain 25 XP.
Eye for Detail Whenever you successfully Scavenge, you may draw one extra card, then choose one to discard. **+1 Cunning**	**Duck and Roll** Use 2 Grit to ignore all damage just done to you by a single source and move 2 spaces in any direction. **+1 Max Grit**	**Warrior's Heart** Once per Adventure, use 1 Grit to make both a Ranged Attack and a Melee Attack. You may re-equip your Items between these Attacks. **+1 Combat**	**Cleansing Ritual** Whenever you *Catch Your Breath*, you may remove 1 Corruption Point from yourself or another Hero, on the D6 roll of 3+. **+1 Max Grit**
"I Smell Death Here!" Whenever a Growing Dread card is drawn, you may choose one Hero to: Heal D6 Wounds/Sanity (any mix) <u>or</u> Recover a Grit.	**Shadow Strike** Once per Adventure, transfer 2D6 Wounds from yourself to an adjacent Enemy, ignoring Defense and Armor.	**Counting Trophies** Whenever you kill an Enemy, Heal 1 Wound and 1 Sanity Damage. At the end of every Adventure, gain +5 XP for <u>each</u> Enemy you killed that Adventure. For every 50 Enemies you kill, gain D6 Sanity.	**Vengeful Spirits** Once per Fight, use 2 Grit to do one automatic Hit to every Enemy on your Map Tile. Heal 1 Sanity Damage for each Hit done.

PREACHER

The holy man on a mission is one of the most classic staples of the West, and in the blighted and shattered lands around Brimstone, there are countless people to save and demons to smite! Wielding Sermons as weapons in the never-ending war on evil, a Preacher deals out Blessings to the good and Judgements to the damned!

Playing a Preacher

The Preacher has the powerful ability to cast Sermons during the game, Blessing the Heroes in the Posse and dealing out harsh Judgements to the wicked Enemies you find along the way. Though slow in Initiative and low in Defense, a Preacher has a high tolerance for sanity and can strike down foes up close with his trusty Holy Book.

Starting Upgrade Choices

Preacher Starting Upgrades focus on casting Blessings, casting Judgements, or the power of the gun to cast out evil!

Missionary

This ability allows the Preacher to really focus on Defense in the form of **Blessings**. Since all Preachers start with ***Faith Healing*** as well as a random **Blessing**, this can make you invaluable as the healer for the posse.

Firebrand

Being a *Firebrand* lets you focus on the powerful and aggressive **Judgements** at your disposal. This can be good, as many of the stronger **Judgements** are harder to cast.

Redemptionist

This ability allows you to set aside casting Sermons as your main focus while giving you the ability to use Shotguns to deal out some classic Old West 'judgement'. Though it will be harder to cast your Sermons, having a Ranged Attack in addition to casting can be a very powerful combo.

Leveling Up a Preacher

Whenever you go up to a new Hero Level, roll 2D6 on the following chart for your free Upgrade Bonus. You may also choose one new Ability from the Preacher Upgrade Chart on the next page (as detailed above in the section on *Leveling Up a Hero*).

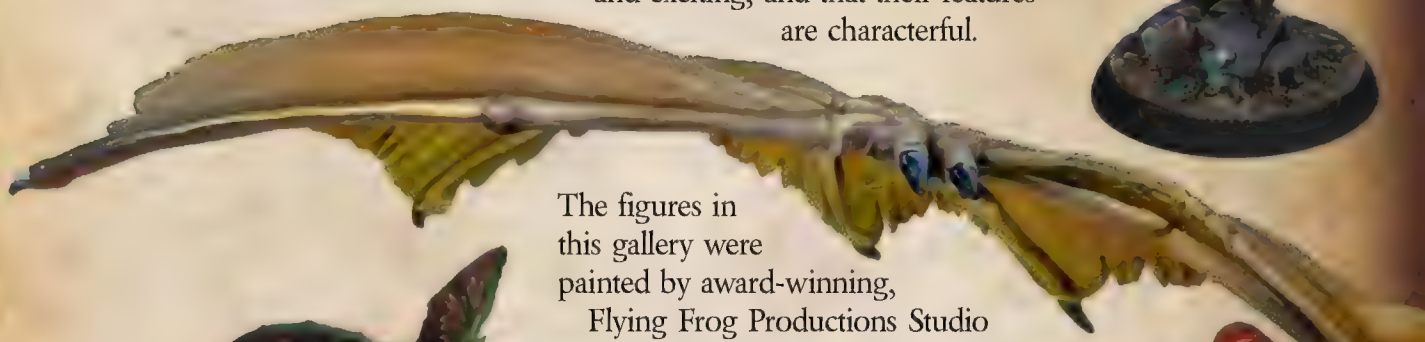
2D6 Roll	Upgrade Bonus
2	**Crush the Forsaken** - Choose an Enemy Keyword (*Demon, Undead*, etc). From now on, any time you kill one of those Enemies, Heal 1 Wound or Sanity.
3	**+1 Initiative**
4	**+1 Move**
5	**+1 Strength or +1 Agility.** Also, gain +D6 Health/Sanity (any mix)
6	**+1 Spirit.** Also, gain +D6 Sanity
7	**+D6 Health and +D6 Sanity**
8	**+1 Lore.** Also, gain +D6 Health
9	**+2 Side Bag Token Capacity.** Also, gain +D6 Health/Sanity (any mix)
10	**+1 Max Grit**
11	**+1 Initiative**
12	**Keep the Faith** - You may choose one Injury/Mutation/Madness to immediately Heal. If you have none, gain +1

Preacher Upgrade Chart

Devotion	Wrath	Fanatic	Occult Studies
Belief New Sermon Blessing	**Revelation** New Sermon Judgement	**Zealot** Once per turn, you may take D6 Wounds, ignoring Defense, to add that amount of extra Damage to one of your Hits. **+1 Max Grit**	**Ancient Writing** **+1** while in an Other World. **+1 Max Grit**
Chosen Once per turn, you may Re-roll a single Defense roll.	**Holy Strike** Once per turn, you may Re-roll one of your To Hit rolls.	**Martyr** Once per turn, you may take 1 Corruption Point, ignoring Willpower, to Heal D6 Health/Sanity (any mix) from yourself or another Hero on your Map Tile. **+1 Max Grit**	**Tools of the Damned** All of your Attacks are +1 Damage against Demon and Void Enemies. **+1 Cunning**
Conviction New Sermon Blessing **+1**	**Vengeance** New Sermon Judgement **+1 Combat**	**Salvation** Use 1 Grit to remove a Corruption Point from yourself on the D6 roll of 4+.	**Stories of the Void** All of your Attacks are now +2 Damage instead against Undead, Demon, and Void Enemies. **+1 Lore**
Divine Protection Defense 4+	**Frothing Rage** Whenever you kill an adjacent Enemy, before assigning any more Hits, you may Move up to 2 spaces, ignoring Escape tests. **+1**	**Holy Revolution** Any time you kill an Enemy, every Hero on your Map Tile may Heal 1 Wound or Sanity Damage. **+2**	**Forbidden Knowledge** 2x New Sermons You are now +5 Corruption Resistance

Shadows of Brimstone™
Swamps of Death

This Revised Edition of **Shadows of Brimstone™** features all new plastic miniatures that are easy-to-assemble with fantastic detail! From concept to sculpture, it has always been important to us that the poses are dynamic and exciting, and that their features are characterful.



The figures in this gallery were painted by award-winning, Flying Frog Productions Studio painter, Aaron Lovejoy. His beautiful paintjobs have been part of Shadows of Brimstone from the beginning!

HellBats
Void Demon Enemies

Slashers
Large-Sized Beast Enemies

Hungry Dead
Undead Enemies

Harbinger
XL-Sized Demon Enemy

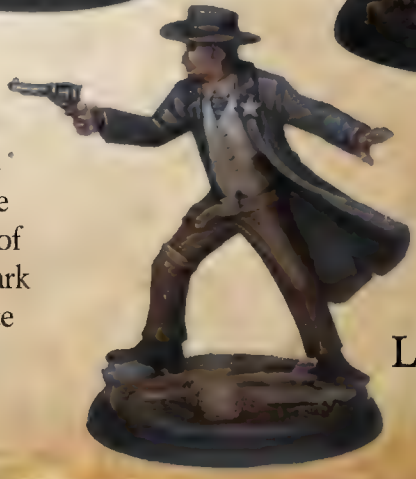
The huge Harbinger model towers over all of the other figures in the ***Swamps of Death™*** Core Set. From the beginning of development, one of our goals was to have enemies of different sizes and we wanted one creature to be a huge Epic Enemy! The new model has sharp detail and a new "base topper" with sculpted detail of rocks, skulls, and shards of Dark Stone! This model is a showpiece and should get attention every time it hits the tabletop!

Preacher
Hero

Tentacles
Void Enemies

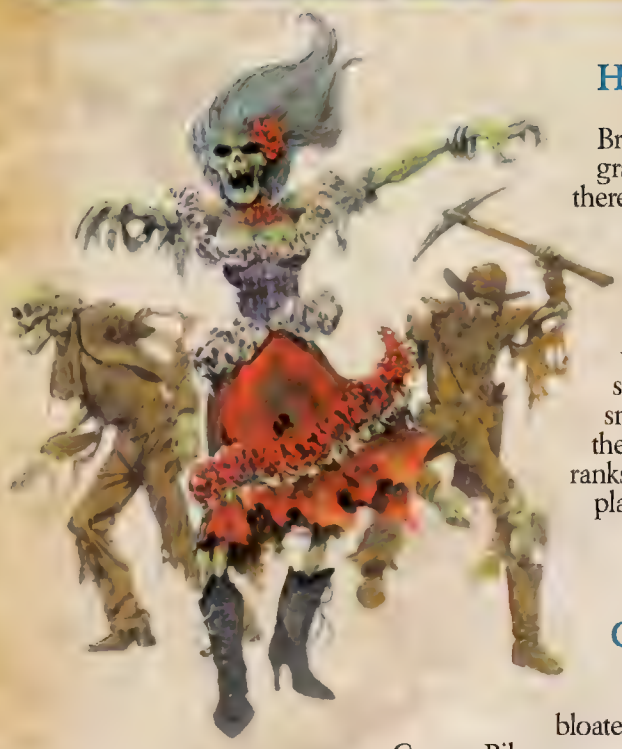
Rancher
Hero

Indian Scout
Hero



Lawman
Hero

ENEMY OVERVIEW



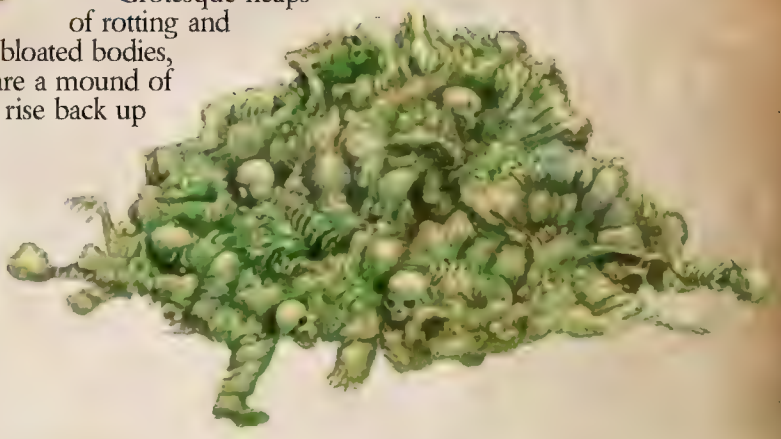
Hungry Dead

It is not uncommon nowadays, in the areas around Brimstone, for the dead to rise back up from their shallow graves and seek out the living to feed upon. And in these parts, there is no shortage of dead.

As animated corpses, these undead nightmares are slow and shambling, but attack in large numbers to surround and overwhelm their hapless victims. Feeling no pain and without fear for their own well-being, Hungry Dead are very difficult to kill. Often an inexperienced foe will empty shot after shot into them, doing little more than blowing off small chunks or fingers. This, of course, does nothing to stop them and often just leads to one more Zombie joining the ranks, as they tear him apart and infect him with their Zombie plague!

Corpse Piles

Grotesque heaps of rotting and bloated bodies, Corpse Piles are a mound of *Hungry Dead* just waiting for an opportunity to rise back up and feed on the flesh of the living!

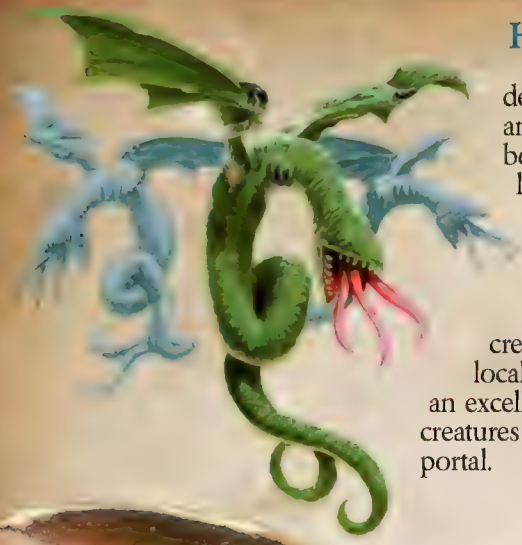


Spawning Zombie after Zombie, a Corpse Pile is a limitless well of the living dead. Only a concentrated effort can smash enough of these writhing corpses to stop any more from pulling themselves free. Burning them with fire certainly doesn't hurt, though it does smell awful.

Tentacles

Bursting through the ground or up out of the water, these enormous writhing tentacles lash about, smashing anything in their path. Straight from the Void, it is unclear as to whether these appendages operate on their own or are part of a much larger creature below the surface.

Two rows of vicious suckers line the underside of each tentacle, gripping and pulsing as they undulate overhead. Waiting for the moment to wrap themselves around their victims and pull them screaming into the darkness!



HellBats

Filling the skies overhead with clouds of black death, HellBats descend in swarms to terrorize any who would dare travel the roads and countryside near Brimstone. With a long, swirling snake-like body and powerful demonic wings, HellBats sweep through the air, lashing at their targets as they fly by.

Emitting a nightmarish hissing wail, HellBats are frightening creatures from the Void and can often be found in Other Worlds as well. More than virtually any other creature, HellBats adapt easily to their local environment. This makes them an excellent vanguard for any wave of creatures flooding through an open portal.

Harbinger

The massive, demonic Harbinger is one of the most fearsome creatures yet encountered by those that delve down into the cursed mines near Brimstone. With sprawling bat-like wings and long, sinewy limbs, nothing can escape the Harbinger's foul reach!

Its bony, horned skull-head holds no eyes, but rather two rows of pitted nostrils to sniff out its prey in the dark, and consume the flesh of unwary explorers with its vicious maw of razor sharp teeth.

Often accompanied by a swarm of slithering HellBats, the Harbinger brings doom to all who gaze upon him and despair to those that hear his name!

Slashers

Large beasts with thick chitinous shells, Slashers are insectoid creatures with brutally efficient slashing claws. Burrowing through rock and stone with their powerful hooked arms, they greedily search for Dark Stone to feed on. Two pairs of heavy mandibles surround their mouth, used mainly to hold their prey and pull it closer so their powerful jaws can crush and devour. A pair of large, black and soulless bug eyes reveal their cold dispassionate hunger, and the hateful chittering sound they make would chill all but the most stalwart to the bone.

Just one of these creatures is difficult to overcome, but they most often travel in small packs of two or three, scouting ahead of a larger Slasher hive and searching for their next source of food, be it Dark Stone or humans.

OTHER WORLD - THE SWAMPS OF JARGONO

The *Swamps of Jargono* is another dimension, overgrown with tall swamp trees and thick vegetation. The ground is soft and spongy, and knee-deep murky water covers most of the surface, while the swamps are filled with half-sunken temple ruins from previous civilizations that have risen and fallen over the eons.

Jargono is teeming with life, from swarms of tiny brain flies that descend from the jungle canopy to massive serpents that slither beneath the surface of the water. Giant winged creatures and monstrous insects swoop through the air, and in the distance, tribal war drums and the roar of gargantuan reptilian predators can be heard echoing through the trees.

Carnivorous Vegetation

Even the plant-life seems ready to kill, as many of the vines and flowers snap and spit poison, threatening to entangle and strangle unwary travelers passing by. The thick trees form a maze of twisted and bundled roots and trunks. This offers many hiding places, perfect for an ambush or to simply take respite to catch your breath after a fight.

In the darker areas of the deep swamp, bioluminescent plants give off an eerie glow as they create their own light. Spined Glow Vines are one such predatory plant, luring in their prey with a bobbing and moving glow bulb, only to ensnare and strangle their victims, pulling them deeper into the folds of their leafy shell to dissolve them in acidic spores.

Overgrown Ruins

The Swamps of Jargono are littered with ancient stone ruins, covered in vines and brambles, and sinking into the marshy bog. Built by unknown peoples, these temple remnants are crumbling as they sink, the only remaining evidence of fallen cultures, built atop the ruins of even more fallen civilizations, consumed by the ever changing landscape of the swamps.

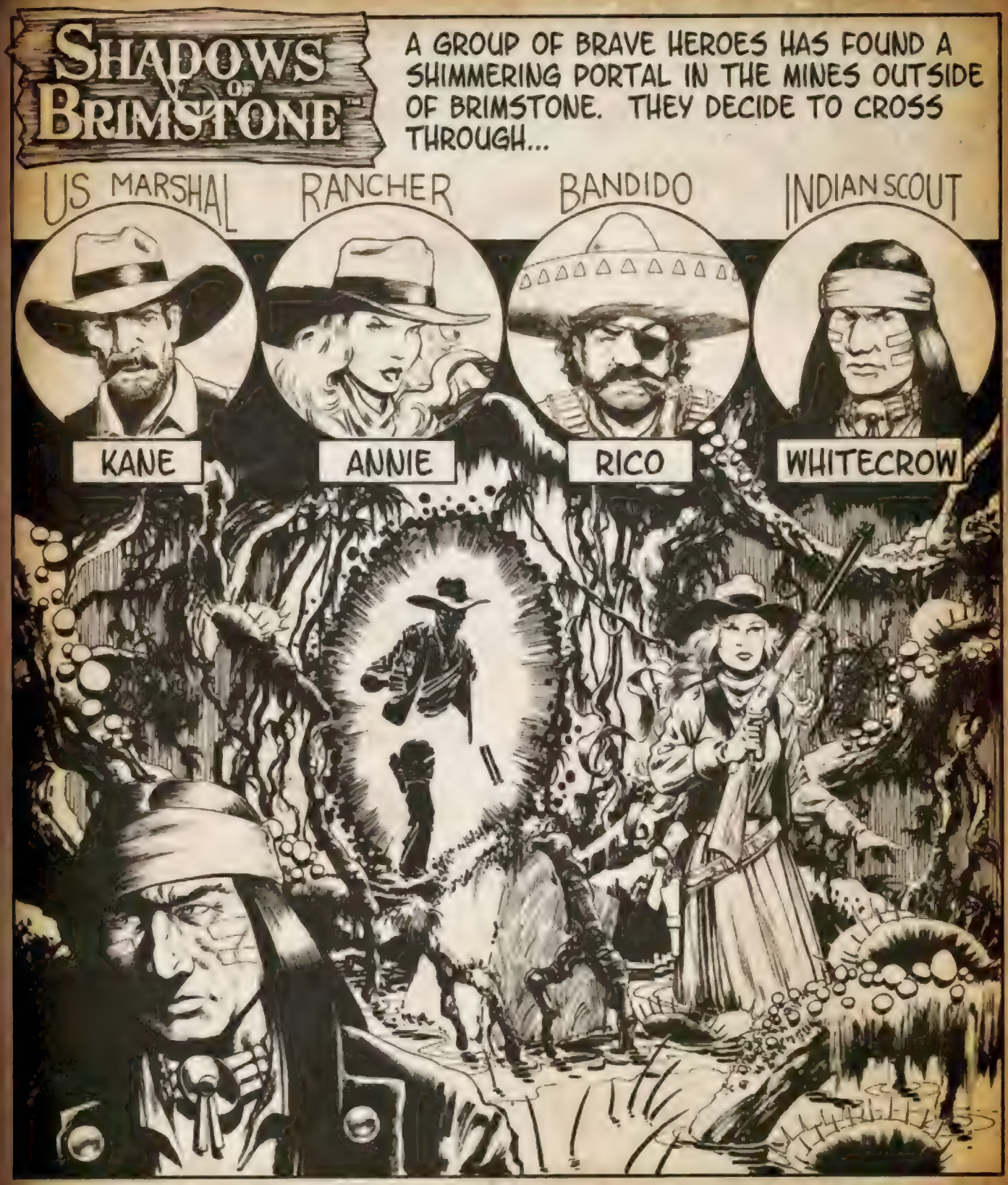
Savage Serpentmen

Not all the civilizations in Jargono are gone though. A tribal warrior race of snake people stalk the swamps, warring with outsiders, and each other, and building cities of gold as monuments to their snake gods! These Serpentmen of Jargono are fierce warriors that often use the bow and arrow to ambush from the trees. They also have learned to fashion primitive weapons out of chipped and formed blades of Dark Stone, using tribal shields and axes to fight hand-to-hand amongst the dense swamp trees.

Savage and brutal, the Serpentmen have no interest in diplomacy or trade with outsiders. They seek only conquest and dominance over all that lay before them.

Tribal Humans

The swamps are also home to groups of primal Humans, marooned there eons ago after wandering through ancient portals and becoming trapped on the other side. The Serpentmen hunt these humans like cattle, descending from the trees and capturing them in nets to bring back to their serpent temples for sacrifice and feasts! There are some, though, who stand up against the Serpentmen! Courageous souls willing to fight back and defend their tribal s and people! Sometimes these tribal humans even get a taste for adventure, crossing through the portals to other worlds to explore, even finding their way back to Earth.


SHADOWS OF BRIMSTONE™
A GROUP OF BRAVE HEROES HAS FOUND A SHIMMERING PORTAL IN THE MINES OUTSIDE OF BRIMSTONE. THEY DECIDE TO CROSS THROUGH...
US MARSHAL
RANCHER
BANDIDO
INDIAN SCOUT
KANE
ANNIE
RICO
WHITECROW

WHERE ARE WE?
WHAT DO YOU RECKON, WHITECROW?
I SMELL DEATH HERE...
WE ARE NOT ALONE!

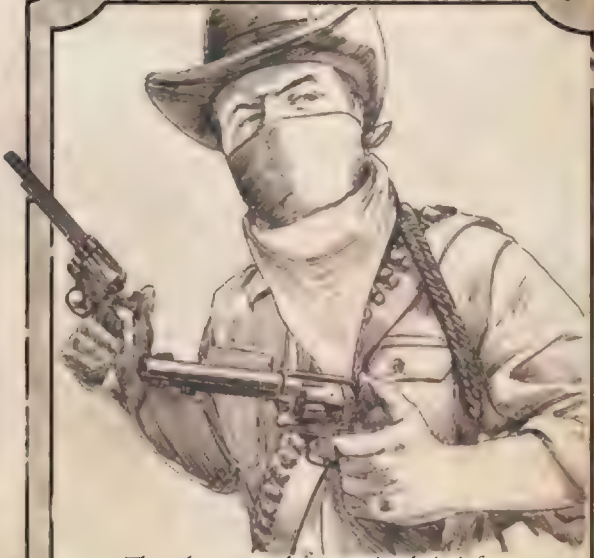
DRUMS!
I HAVE A BAD FEELING ABOUT THIS.
BUM
BUM
BUM
BUM
BUM
BUM
HELLBATS!

IT COULD BE WORSE.
IT'S WORSE!

Dirty Fightin'

Not to be outdone or overlooked, many woman have stepped up to the challenge of fighting the demonic nightmares of Brimstone! When the Shooting Star Saloon in Masthead was besieged by demons and HellBats, cowardly men ran and were torn apart in the streets. The saloon girls, lead by Holly Anne Mercy, gathered their courage and fought back the creatures for three days until not a HellBat was still twitching.

Honor Among Thieves



Though most outlaws are simply in it for money or fame, some have a distinct sense of honor and justice. These Outlaws prefer to rob only from the rich and corrupt, while protecting normal folk from the dark forces of the world. The Scarlet Shadow is one such Hero. With a mantle handed down through generations, since the American Revolution, the Scarlet Shadow only robs the banks and trains of the worst Rail Barons in the West.

SHADOWS OF BRIMSTONE™

PAINTING GUIDE

This painting guide shows how to easily paint your plastic models using only Warpaints from the *Heroes of the Old West* (HOW), *Creatures of the Void* (COV), and *Forbidden Fortress* (FF) Paint Sets. For spray priming the models, use any matte (NOT Gloss) spray paint which can be purchased inexpensively from a hardware store. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

SLASHERS

1) Prime with matte white spray paint.
2) Basecoat entire model with *Saloon Red.*
3) Blend from *Saloon Red* to *Shadow Black* on claws and arms.
4) Paint eyes and base with *Shadow Black.*
5) Wash entire model with *Strong Tone Ink* and allow to dry.
6) Blend edges of the body segments and claws with a mix of *Saloon Red* and *Elemental Yellow.*
7) Carefully paint a small white dot in each eye with *Spirit White* to make the eyes look wet.

HELLBATS

1) Prime with matte white spray paint.
2) Basecoat body and wing struts with *Serpent Skin.*
3) Paint wing spans and mouth with *Crimson Hand Red.*
4) Paint rocks *Tengu Grey,* base *Shadow Black.*
5) Paint tongues with *Cherry Blossom Pink.*
6) Paint teeth with *Fang Bone.*
7) Wash entire model with *Strong Tone Ink* and allow to dry.
8) Highlight body with a mix of *Serpent Skin* and *Spirit White.*
9) Highlight tongues with *Cherry Blossom Pink.*

TENTACLES

1) Prime with matte white spray paint.
2) Base coat tentacle with a mix of *Portal Blue* and *Spirit White* on the suction cup side and *Tentacle Blue* on the other side.
3) Paint rocks with *Leather Brown* and base with *Shadow Black.*
4) Wash entire model with *Dark Tone Ink.*
5) Drybrush tentacle with a *Portal Blue/Spirit White* mix on the suction cup side and a *Tentacle Blue/Spirit White mix* on the other.
6) Drybrush rocks with a mix of *Leather Brown* and *Spirit White.*

HUNGRY DEAD

1) Prime with matte white spray paint.
2) Paint skirt, dress trim, hair, beard, and pants with *Tengu Grey.*
3) Paint boots and pick straps with *Dark Flesh.*
4) Paint shirt with *Desert Yellow.*
5) Paint dress and rose with *Crimson Hand Red.*
6) Paint hat, handle, and straps *Leather Brown.*
7) Paint skin with a mix of *Serpent Skin* and *Spirit White.*
8) Paint pick axe and buckle with *Pistol Metal.*
9) Paint base with *Shadow Black.*
10) Wash entire models with *Soft Tone Ink* and allow to dry.
11) Highlight dress with a mix of *Crimson Hand Red* and *Spirit White.*
12) Highlight skin with a mix of *Serpent Skin* and *Spirit White.*
13) Highlight boots, hat, handle, and straps with a mix of *Dark Flesh* and *Spirit White.*
14) Add blood stains with *Crimson Hand Red.*

HARBINGER

1) Prime with matte white spray paint.
2) Basecoat body with a mix of *Leather Brown, Desert Yellow,* and *Spirit White.*
3) Paint the underside of the horns with a mix of *Saloon Red* and *Shadow Black.*
4) Paint the topside of the horns with a mix of *Saloon Red* and *Molten Orange.*
5) Paint rocks on the base with *Tengu Grey.*
6) Paint dirt on the base with *Leather Brown.*
7) Paint skulls on the base with *Fang Bone.*
8) Paint DarkStone shards on the base with *Dark Stone Purple.*
9) Paint claws and base with *Shadow Black.*
10) Wash entire model with *Soft Tone Ink.*
11) Drybrush body with a mix of *Leather Brown, Desert Yellow,* and *Spirit White.*
12) Drybrush rocks with a mix of *Tengu Grey* and *Spirit White.*
13) Highlight some areas of rock *Jargono Green.*
14) Highlight skulls on base with a mix of *Fang Bone* and *Spirit White.*
15) Highlight DarkStone shards on base with a mix of *Dark Stone Purple* and *Spirit White.*
16) Highlight teeth with a mix of *Fang Bone* and *Spirit White.*
17) Highlight horns with a mix of *Saloon Red* and *Elemental Yellow.*
18) Add some stains to the rocks with *Soft Tone Ink.*

LAWMAN HERO

STEP #1

1) Prime with matte white spray paint.
2) Paint jacket, hat, tie, and boots with a mix of *Shadow Black* and *Spirit White*.
3) Paint Pants with a mix of *Saloon Red* and *Dark Flesh*.
4) Paint skin with *Light Flesh*.
5) Paint belt and hair with *Dark Flesh*.
6) Paint base with *Shadow Black*.

STEP #2

1) Paint gun, belt buckle, and badge with *Pistol Metal*.
2) Wash the skin, hair, shirt, vest, pants, metal, and belt areas with *Soft Tone Ink* and allow to dry.
3) Wash the jacket, hat, tie, and boots areas with *Dark Tone Ink* and allow to dry.

STEP #3

1) Highlight jacket and hat with *Tengu Grey*.
2) Highlight shirt and vest with *Spirit White*.
3) Highlight skin with a mix of *Light Flesh* and *Spirit White*.
4) Highlight belt and hair with *Leather Brown*.

INDIAN SCOUT HERO

STEP #1

1) Prime with matte white spray paint.
2) Paint jacket with *Portal Blue*.
3) Paint pants with *Desert Yellow*.
4) Paint shirt and feathers with *Tengu Grey*.
5) Paint belt, headband, beads, and axe decoration with *Saloon Red*.
6) Paint boots, loincloth, straps, and axe handle with *Leather Brown*.

STEP #2

1) Paint skin with a mix of *Light Flesh* and *Saloon Red*.
2) Paint axe head, gun, and buttons with *Pistol Metal*.
3) Paint hair and base with *Shadow Black*.
4) Wash the entire model with *Soft Tone Ink* and allow to dry.

STEP #3

1) Highlight jacket with a mix of *Portal Blue* and *Spirit White*.
2) Highlight belt and headband with a mix of *Saloon Red* and *Spirit White*.
3) Highlight boots and loincloth with a mix of *Leather Brown* and *Spirit White*.
4) Highlight pants with a mix of *Desert Yellow* and *Spirit White*.
5) Highlight skin with *Light Flesh*.

RANCHER HERO

STEP #1

1) Prime with matte white spray paint.
2) Basecoat skirt and bandana with *Portal Blue.*
3) Paint boots, hat, straps, and gun stock with *Dark Flesh.*
4) Paint hair with *Desert Yellow.*
5) Paint vest and base with *Shadow Black.*

STEP #2

1) Paint gun barrel with a mix of *Pistol Metal* and *Shadow Black.*
2) Paint gun body with *Pistol Metal.*
3) Paint sash with *Crimson Hand Red.*
4) Wash the entire model with *Soft Tone Ink* and allow to dry.

STEP #3

1) Highlight skirt and bandana with a mix of *Portal Blue* and *Spirit White.*
2) Highlight skin with a mix of *Light Flesh* and *Spirit White.*
3) Highlight boots, hat, straps, and gun stock with a mix of *Dark Flesh* and *Spirit White.*
4) Highlight sash with *Saloon Red.*
5) Highlight vest with a mix of *Shadow Black* and *Spirit White.*

PREACHER HERO

STEP #1

1) Prime with matte white spray paint.
2) Basecoat jacket and hat with a mix of *Shadow Black* and *Spirit White.*
3) Paint pants, straps with *Dark Flesh.*
4) Paint skin with *Light Flesh.*
5) Paint sash, hair with *Tengu Grey.*
6) Paint book and beads with *Crimson Hand Red.*

STEP #2

1) Paint bookmark with *Saloon Red.*
2) Paint crosses and buttons with *Pistol Metal.*
3) Wash the skin, hair, pants, beads, cross, and book areas with *Soft Tone Ink* and allow to dry.
4) Wash the jacket, hat, sash, and boot areas with *Dark Tone Ink* and allow to dry.

STEP #3

1) Highlight sash with a mix of *Tengu Grey* and *Spirit White.*
2) Highlight skin with a mix of *Light Flesh* and *Spirit White.*
3) Highlight pants and straps with a mix of *Dark Flesh* and *Spirit White.*
4) Carefully paint a small white dot on each bead with *Spirit White.* This gives the look of shiny beads.

TRAVEL HAZARD CHART

3D6 Traveling Hazard

3 - Possession

As you settle in for the night around the fire, there is an odd chill in the air. With a contorted face and twisted form, one of the posse is possessed by a vile demon, lashing out and speaking in tongues before regaining control! 'You will all die before the might of the Ancient Ones...rez'chu'kau'to! Your souls will burn...Has'te'for'i... in the fires of Cynder! Beli'al will have his revenge!"

The Hero that rolled this result immediately loses **D3 Sanity** permanently, and must roll once on the **Madness** chart as a result of this horrific experience.

4 - Void Storm

A Void Storm has swept through the area, devastating the region, carrying away buildings, and mutating the livestock and people! It is not a pretty sight.

When you arrive in Town, **2 Random Buildings** have been Destroyed by the Void Storm and cannot be visited during this Town Stay. Also, every Hero gains **1 Corruption Point,** ignoring Willpower, for passing though the residual energy of the storm.

5 - Living Hills

Something's not right here, the hills surrounding the valley you are in seem to be shifting and stirring before your eyes! The road before you opens up to reveal a massive demonic maw waiting to devour you whole!

Each Hero must make an **Agility 5+** test to avoid the maw! If passed, gain **15 XP** and you escape the trap. If failed, you leap aside at the last moment. Any ***Cart*** or ***Horse*** you were riding is devoured by the beast and you lose **1 Sanity** permanently at the horrific sight of the creature!

6 - Flash Flood

As you travel through the canyons, the skies open up with rain, causing a flash flood directly in your path!

Each Hero must make a **Luck 4+** test to avoid being swept away by the rushing waters. If failed, roll a D6 for each Token in your **Side Bag**. On the roll of 1, 2, or 3, it is swept away in the torrent of water.

7 - Harried By HellBats

As the Heroes move through the countryside, dark swarms of HellBats follow overhead, swooping down to terrorize them as they go.

Each Hero must roll a D6 for every **Dark Stone** they are carrying (including Items with a Dark Stone Icon and Items with Dark Stone Upgrades on them). On the roll of 1, that Dark Stone shard/Item is snatched away by a HellBat and carried off into the night (discarded).

8 - Snake Oil Salesman

You meet a traveling salesman on the road who excitedly opens up the sides of his cart and shows you his wares. He spins a good yarn about the medicinal quality of his tonics!

Each Hero must make a **Cunning 5+** test. If passed, you recognize a scam when you see one and pass on the deal.

If failed, you eagerly buy some of the elixirs only to discover that they are little more than flavored water and pungent herbs as the dust cloud from the salesman's cart disappears in the distance. Lose **D6x$25** and roll a D6. On the roll of 6, one of the elixirs is actually worthwhile. Gain a **Tonic** Token.

9 - Burning Farmstead

Pillars of black smoke rise in the distance and as you approach you discover a farmstead in ruins and ablaze! Screams call out from the fiery inferno!

Each Hero may decide to turn away or brave the burning building to look for survivors. If you enter the building make a **Strength 5+** test to move through the flaming debris.

If failed, you are singed by the fire and must flee the building, coughing from the thick smoke. Take **D6 Wounds,** ignoring Defense, that carry over to the next Adventure. If passed gain **25 XP** and roll a D6 to see what you find in the fire.

D6 Roll	Result
1	**Trick** - A shiny demon has lured you into the blaze, only to disappear as a section of roof comes down on your head. Roll once on the **Injury** chart.
2-5	**Survivor** - You find a survivor and pull them from the burning building. Gain **D6x10 XP**.
6	**Hero of the Day** - You find a small child and carry them through the flaming rubble safely. Gain **D6x25XP** as well as **1 Health** and **1 Sanity**.

10 - Bridge Destroyed

The bridge across the canyon ahead has been demolished, either blown up to prevent demons from coming across, or torn apart during a skirmish! You'll have to find another way around, which will take time... time you don't have.

When you get to Town, the Heroes can spend no more than 2 days for their Town Stay before starting the next Adventure.

11 - Dark Dreams

Camping along the trail, your dreams are filled with dark visions of the future and an impending dread.

Each Hero must make a **Spirit 6+** test. If passed gain **10 XP** and you may Recover **1 Grit**.

If failed, you take **D6 Sanity** Damage, ignoring Willpower, that carry over to the next Adventure.

12 - Blighted Desert

The desert is dry and unforgiving. As you come across the first watering hole for miles, the area around it is littered with the bones of the dead! Not a good sign.

Each Hero loses **1 Grit**. If you do not have a Grit to lose, instead take **D3 Wounds**, ignoring Defense, that carry over to the next Adventure.

13 - Bandits!

Waylaid by Bandits on the road, the Heroes fend off as many as they can!

The Bandits surround each Hero individually. There are 5 Bandits per Hero and each Hero must roll a D6 to see how many of those Bandits they defeat. For every Bandit you defeat, gain **10 XP**. For each of your 5 Bandits you do not defeat, lose **$25**, **1 Dark Stone**, or **1 Gear or Artifact** of your choice.

14 - Gulch Ambush

Traveling through a dusty gulch you get a bad feeling...but it's too late! Feathered arrows whiz past your head as a savage group of Black Fang tribe Indians descend from the cliff tops, hungry for Dark Stone!

Each Hero must make an **Agility 5+** or **Lore 5+** test. If passed, gain **25 XP** and you are able to evade the worst of the attack, escaping into the hills to meet up with the rest of the posse.

If failed, you are knocked to the ground as the Black Fang scavenge your belongings for Dark Stone. Lose **D3 Dark Stone**, or one item with a **Dark Stone** Icon. Also, due to your bumps and bruises, you lose all Grit.

15 - Void Hound Attack

A pack of vicious Void Hounds have been tracking your posse for days and have found the opportunity to strike!

Each Hero must make a **Cunning 5+** test to outwit the Hounds or a **Strength 5+** test to overpower them. If passed, gain **25 XP**.

If failed, you are pulled from your saddle and ravaged by the creatures! Roll a D6 for every **Clothing** Item you have (not including your *Personal Item*). On the roll of 1 or 2 it is torn apart and destroyed by the savage attack.

16 - Massacred Wagon Train

You come across the twisted wreckage and broken bodies of a wagon train, torn apart by creatures!

Each Hero can decide to pass it by without looking too close, or to sift through the gore to look for anything useful. If you search the massacre, make a **Luck 5+** test. If failed, lose **1 Sanity** permanently, as you are scarred by the horror of the things you find. If passed, roll a D6 to see what you find.

D6 Roll	Result
1-4	**Gear** - You find something of value. Draw a **Gear** card.
5	**Artifact** - Perhaps this is why the creatures attacked them! Draw an **Artifact** card from the Mines.
6	**Survivor!** - You find someone still alive in the wreckage. Packing them on your saddle, you race back to Town. If you visit the ***Doc's Office*** during this Town Stay, gain **+1 Max Grit** for your heroic efforts.

17 - Army Convoy

Traveling the roads, the Heroes come upon a massive US Army convoy heading toward the same Town to reinforce the outpost there.

When the Heroes reach Town, any rolls on the **Camp Site Hazard** chart or the **Town Event Chart** are +1 to the roll.

18 - Shadowy Traveler

You meet a dark stranger on the road one night while the rest of the posse is asleep. With a slippery voice he introduces himself as Mr. Scratch and makes you an offer that could be hard to refuse.

This result may NOT be Re-rolled or canceled. The Hero who rolled this result may either take the deal, gaining **D6x100 XP** and **D6x$100**, but if they ever roll this result again, *Mr. Scratch* has returned to collect his end of the bargain and takes your Hero off into the night never to be heard from again.

If you refuse the deal, make a **Spirit 6+** or **Cunning 6+** test to find a way out of it. If passed, gain **50 XP**. If failed, gain **D6+1 Corruption Points**, ignoring Willpower, as *Mr. Scratch* disappears into the dark night.

MUTATION CHART

D36 Mutation

To roll a D36, roll two dice of different colors, where one of them is the '10's digit and the other is the '1's digit. For Example, if you rolled 3 and 5 the result on the chart would be 35.

11 - Chest Portal

A hole has opened up in your chest leading to another dimension! And occasionally... stuff comes through! Anytime an 11 or 12 is rolled to Hold Back the Darkness, you must roll a D6.

On 1, 2, or 3, there is an **Ambush Attack!** as a **Low Threat** card erupts from the portal in your chest. These Enemies are all placed adjacent to you if possible, but will select targets during their first Activation.

On 4 or 5, nothing happens.

On 6, something starts itching in your portal and you reach in only to pull out a foreign object. Draw a **Mine Artifact** card.

12 - Tentacle Fingers

Gross! No game effect.

13 - Tentacle Arm

You lose the use of one each turn, but you are **+1 Combat**. *Guns / Bows* may still be used, but cannot get Critical Hits.

14 - Tentacle Leg

You are -1 Move each turn (minimum of 1).

15 - Tentacle Tongue

Gross! No game effect.

16 - Tentacle Mustache

Shopkeepers are intimidated by your writhing facial hair! All Item prices in Town cost you $10 less than normal (minimum $10).

21 - Glowing Skin

Your skin begins to give off an eerie green glow that lights up the corridors around you. You are now Immune to *Voices in the Dark*, but Enemies also Hit you on 'To Hit' rolls of 1.

22 - Rock Skin

Your skin becomes hard and crusty, like it's made of rock. You are +3 Health, but -1 Move each turn (minimum of 1).

23 - Slippery Skin

Your skin is now oily and greasy, allowing you to slide past Enemies and slip through tight spaces. You may now roll an extra die for Escape tests and choose which roll to use.

24 - Melty Skin

Your skin has become gooey and comes off easily now. Any time you take one or more Wounds from a source, you take 1 extra Wound.

25 - Void Boils

You are -2 Health, but +1 Max Grit.

26 - Void Infection

Any time you pass through a **Gate**, you take 1 **Corruption Point**, ignoring Willpower.

31 - Barbed Tail

+1 Combat.

You are also **-1 Corruption Resistance.**

32 - Prehensile Tail

You now have 1 extra **to use per turn.**

You are also **-1 Corruption Resistance.**

33 - Tail with a Face

Your tail talks to you in hushed demonic whispers, curling around to speak into your ear. Any time you take one or more Sanity Damage from a source, you take 1 extra Sanity Damage.

34 - Tail with a Mouth

Your tail nips and bites at you and any others that stray too close. Any time you or another model adjacent to you rolls a 1 on a 'To Hit' roll, that model takes 1 Wound, ignoring Defense. No XP is gained.

35 - Tentacle Tail

+1 Move.

You are also **-1 Corruption Resistance.**

36 - Void Plague

Any Hero adjacent to you at the end of a turn automatically takes D3 Wounds, ignoring Defense.

41 - Horns

You sprout horns from the top of your head. You can no longer use *Clothing - Hat* Items.

42 - Eye Grown Over

One of your eyes has grown over with gnarled flesh. All of your Critical Hits do 1 less Damage than normal.

43 - Third Eye

You have grown a third eye that can see into the Void. Once per turn, you may spend 2 Grit to force a Threat card just drawn to be discarded and Re-drawn.

44 - Mouth Grown Over

You can no longer speak (at least nothing beyond mumbling). All Item prices in Town cost you +$10.

45 - Fangs

You have grown large, sharp fangs that protrude from your mouth. You gain a ***Bite*** **Free Attack** - Once per turn. **1 Combat**, uses the **D8 for Damage.**

If this ***Bite*** attack wounds a **Void** Enemy, you also take **1 Corruption Hit.**

46 - Second Head

They say two heads are better than one...I'm not so sure. You may now use 2 ***Clothing - Hat*** Items and you are **+1 Initiative**. However, any time you roll a natural 6+ for movement, you lose your Activation, as your two heads are arguing over where to go next.

51 - Arm Growth

Your arm has grown deformed and giant. You can no longer use ***Clothing - Coat*** Items.

52 - Leg Growth

Your leg has grown deformed and giant. You can no longer use ***Clothing - Boots*** Items.

53 - Hand Growth

Your hand has grown deformed and giant. You can no longer use ***Clothing - Gloves*** Items.

54 - Fused with Item

Your skin and muscle have grown out and extended around one of your Items, making it part of you. Choose one Item you are carrying that is or . From now on, that Item may not be unequipped.

55 - Fused with Rock

Your skin has fused with chunks of rock, making you lumbering and slow. You are -2 Move each turn (minimum of 1), however, you also gain **Armor 4+**.

56 - Fused with Dark Stone

Any Dark Stone shards you currently carry have become fused to you. These cannot be sold, used, or lost in any way until this Mutation is removed, and will continue to roll for corruption at the end of each Adventure as long as they are attached to you.

New Dark Stone found and Items with Dark Stone Icons do not become fused, only the shards that you currently carry when this Mutation is rolled.

If you aren't carrying any Dark Stone shards when this Mutation is rolled, instead, one Item you have with a Dark Stone Icon you are carrying has become fused to you. If that Item requires a Hand to use, it is considered permanently equipped.

61 - Dark Stone Allergy

At the start of each of your Activations, take 1 Hit for every Dark Stone shard and Item with a Dark Stone Icon you are carrying (maximum of 5 Hits).

62 - Nose Fallen Off

You are in bad shape. All of your Town ***Location Event Chart*** rolls are -1 to the roll (minimum of 2).

63 - Fused Fingers

Your fingers have fused together making it impossible to do any fine manipulation. You may not use ***Gun*** Items (unless it is an **Artifact** card).

64 - Eye Stalks

All of your Critical Hits are **+1 Damage.**
You are also -1 **Corruption Resistance.**

65 - Void Speech

You can now understand what Void creatures are saying as they hiss and growl. This is unnerving to the extreme, but can give you a leg up in a fight. At the start of each turn, if there are any **Void** Enemies on your Map Tile, you are **+1 Initiative,** but you also take 1 Sanity Damage, ignoring Willpower.

66 - Child of the Void

You have grown the upper torso of a small humanoid like creature out of your lower abdomen (you must name them). You are **+1 Lore** and, while in an OtherWorld, **+1 Initiative.**

You are also -1 **Corruption Resistance.**

GLOSSARY OF TERMS

Activation – An individual model or group of Enemies' opportunity to move and attack during the turn.

Adventure – The time from when the Heroes are placed on the board to start a new Mission, until the Mission is failed or successfully completed. An Adventure does not generally include Travel or going to a Frontier Town.

Ambush – An Enemy Attack in which the Enemies are placed adjacent to the Heroes and gain +2 Initiative during the first turn.

Attack – A term used for when a group of Enemies is placed to start a Fight. Also, a Model's strike against another Model during a Fight.

Basic Combat – A Model's Combat value, unmodified by Items or Ability effects. Basic Combat does include Combat bonuses earned from Upgrades or Enemy Elite Abilities.

Bounce – A Random form of movement, used for things like Dynamite.

Brutal – High level Enemies faced at Posse Level 5 and higher.

Cancel – Prevent the effects of something. If a card is canceled, it is discarded and has no further effect.

Catch Your Breath – A form of Healing at the end of each Fight.

Clue – Icon. Progress toward a Mission's Objectives.

Corruption Hit – A strike to add a Corruption to a Hero. A Corruption Hit on a Hero adds 1 Corruption Point. Prevented with Willpower.

Corruption Point – A measurement of how corrupted a Hero is.

Corruption Resistance – The number of Corruption Points a Hero can have before trading them in for a roll on the Mutation Chart.

Cover / Cover Save – An extra roll to prevent Hits against a model, before Defense is applied. Note a successful roll on a Cover save stops the entire Hit, including all Damage and other effects.

Critical Hit – A Natural roll of 6+ on a Hero's attack dice. Ignores the Enemy's Defense.

Defense (Enemy) – The amount of Damage an Enemy will prevent on each Hit they take.

Defense (Hero) – A saving roll to prevent taking Damage to the Hero's Health.

Double-Handed – An Item that requires both of a Hero's hands.

Enemy Group – All of the Enemy models on the board that are the exact same specific Enemy Type (*Tentacles*, *Night Terrors*, etc).

Escape – A Hero's attempt to move away from an Enemy model.

Exhaust – Flipping over or rotating a card (or marking an ability) that is Limited Use (such as 'Once Per Turn') to show that it has been used.

Fight – The time from when Enemies are placed on the board until the last Enemy is removed from the board.

Free Attack – An extra form of attack that is in addition to a normal attack. Limit one Free Attack per turn.

Grit – A resource that all Heroes have, used mainly for Re-rolling dice and activating some more powerful Abilities.

Health – A model's capacity to take physical damage, before being killed or KO'd.

Hit – A single strike against a Model's Health. A Hit on a Hero generally does 1 Damage unless noted otherwise. A Hit from a Hero's attack generally does D6 Damage unless noted otherwise. Prevented with Defense.

Horror Hit – A single strike against a Hero's Sanity. A Horror Hit on a Hero does 1 Sanity Damage unless noted otherwise. Prevented with Willpower.

Initiative – The order in which Models are Activated during a turn.

Just Rolled – This only includes the last roll you made (the dice that were just rolled, moments ago).

Keywords – One or more words associated with a card, event, or character that generally have no built-in meaning but are referenced.

Killed – When an Enemy is reduced to 0 Health. This term is also used when a Hero is actually dead, not just KO'd.

KO'd – When a Hero is reduced to 0 Health or 0 Sanity.

Model – Any Hero or Enemy, including counters that represent a Hero or Enemy.

Natural 6 – Rolling an unmodified 6 on a D6.

Once per Adventure – An Item or Ability that may only be used once during each Adventure. When used the Item should be Exhausted to show that it may not be used again during this Adventure. At the end of the Adventure, the Item/Ability is Readied.

Once per Fight – The same as *Once per Adventure* above, but the Item/Ability may be used once each Fight instead.

Once per Turn – The same as *Once per Adventure* above, but the Item/Ability may be used once each turn instead.

Peril Die – Icon. A special D6 that has the sides 3, 3, 4, 4, 5, and 6.

Ready – Flipping over a used Item card or unmarking an Ability that is Limited Use, making it ready for use again.

Recover – For a resource like Grit, this means to gain one of that resource, up to the maximum you can carry of it. For a Hero, this means to stand back up after being KO'd, usually resulting in some amount of healing and rolling on the Injury/Madness Chart.

Revive – A special Token that allows a Hero to Recover and fully Heal when KO'd, without needing to roll for Injury/Madness.

Sanity – A model's capacity to take mental damage, before being KO'd.

Scavenge – A Hero searching a Map Tile for anything of value.

Side Bag – Every Hero has a Side Bag card that is used to hold their Side Bag Tokens like ***Bandages*** or ***Dynamite***.

Single-Handed – An Item that requires one of a Hero's two hands.

Skills – A Hero's stats used to interact with tests and Encounters.

Source – One specific thing that is causing an effect. This could be an Event Chart roll, a single Enemy, an Encounter card, etc. Something that prevents all Damage from a single Source will prevent one instance of taking that Damage.

Target – The focus of a model's attacks.

Threat – A card drawn to show what Types of Enemies are attacking and how many there are of each.

Threat Level – *Low*, *Med*, or *High*, the Threat Deck that the Heroes draw from based on the number of Heroes in the Party. One Threat Level higher than *High* is *Epic*.

To Hit – The number needed for each of a Model's attack dice to successfully strike their target.

Turn – One game round, from the *Hold Back the Darkness* phase to the *End of the Turn* phase.

Upgrade – A bonus for a Hero when they Level Up or a bonus to an Item that can be attached into its Upgrade Slots.

Weight – Icon. A Hero may carry Items up to their Strength+5 in Weight. This is also known as their '*Carrying Capacity*'.

Willpower – A saving roll to prevent taking Damage to the Hero's Sanity. Also used to prevent Corruption.

FAQ AND CLARIFICATIONS

Q) Because the Map Tiles are double-sided, what do you do if a Map card is drawn in an Other World, but the Mine side of that same tile is already in play?

A) Most players will want to remove older Map Tiles as they explore to make room for the new areas discovered as you go (unless you have a really giant table). That being the case, this won't come up that often. When it does, simply discard the Map card and draw a new one to replace it.

Q) Do the Heroes get to draw a Loot for a Threat card that has you draw additional Threat cards but doesn't actually add Enemies itself?

A) No. For Threat cards that say something like, "Draw 2 Low Threats", the Heroes get Loot for each of the two Low Threats, but not for the card that just has you draw the Low Threats.

Q) What happens if no Map Tile can be placed at a Door because any tile would overlap an existing part of the map?

A) In this case, that exit is not a valid Door location when rolling for where the Doors are placed in that room.

Q) If you need to draw a card from a deck, and there are none left, what do you do?

A) Re-shuffle the discard pile back into the deck. If there is no discard pile, cancel that card draw. There are two exceptions to this. If an Artifact needs to be drawn and there are none available, draw a Gear card instead. If a Growing Dread needs to be drawn, draw a Darkness card instead.

Q) What happens if you look through a Gate while all of the World Cards are still in play?

A) This should be very rare as World Cards are returned to the Deck as soon as there are no Heroes in that World. If it does occur, the Gate will always lead back to the World you started the Adventure in (usually the Mines).

Q) If you are called on more than once to place additional Enemies when you don't have any more models for them available, do they get an Elite ability for each time?

A) The Enemies gain an Elite ability when you would have to place more of them on the board but have no available models to do so. This is limited to once per turn, no matter how many instances of that Enemy you are called on to place but cannot.

Q) Is it ok to remove previous parts of the Map as you explore new areas (not all tables are giant)?

A) Yes. As long as you don't think you will be going back to that area, it should be fine. This can also leave more room for the map to twist and turn and not be blocked by previous Map Tiles (imagine that it is winding down deeper as you go).

Q) Does an Enemy that is displaced, by a larger Enemy moving through it, need to choose a new target if it is still adjacent to its original target after being displaced?

A) No. The displaced Enemy will only select a new target if it is no longer adjacent to its original target.

Q) Does Spirit Armor prevent Corruption Points?

A) No, only Sanity Damage.

Q) If a new group of Enemies appears with Ambush during a Fight, and there are already Enemies of that Type on the board, do the existing Enemies of that Type get the +2 Initiative, or only the new Enemies?

A) All Enemies of that Type get the bonus +2 Initiative.

Q) What happens if you have a group of normal Enemies (such as HellBats) in an Other World, and then a new group of Enemies enters play that are an Other World variation on the same Enemy Type (such as BogBats)?

A) Unless you have models to specifically represent both Types of Enemies, all of these Enemies will immediately become the Other World specific version of the Enemy Type (so in the example, the existing HellBats would immediately become BogBats).

Q) With Hero Upgrade Abilities, such as the Rancher's *"I've Seen Worse!"* and the Lawman's *Never Gives Up*, that allow a KO'd Hero to Heal and get placed back on the board, does this Hero need to roll for Injury/Madness?

A) No. These Abilities allow the Hero to get back into the fight without having to take an Injury/Madness.

Q) What happens if the Growing Dread card ***Dripping Gore*** is revealed during a Fight?

A) It immediately goes into effect, reducing the Heroes' Initiative beginning at the start of the next Fight turn.

Name:

Class: Level:

Keywords

Agility | Cunning | Spirit

Strength | Lore | Luck

Initiative

To Hit: Ranged | Melee

Combat:

Max Grit:

Corruption

Resistance:

Health

Defense

Sanity

Willpower

Modifiers for the Current Adventure...

Resources

XP Experience

Gold

Side Bag Tokens

Dark Stone

Other -

Items

Notes / Upgrades / Clothing

Personal Item -

Abilities

Starting Upgrade -

Injuries / Madness

Mutations

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Shadows of Brimstone™

Shadows of Brimstone™ is an expansive game world, and this Core Set is just the beginning! This gallery of miniatures shows off some of the new Heroes and Enemies available for the game!

Nun
Hero

Mine Door
Accessory

Indian Scout
Hero

Lawman
Hero

Rancher
Hero

Swamp Raptor
XL-Sized Beast Enemy

Void Sorcerer
Void Magik Enemy

Serpentmen Warrior
Tribal Enemy

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